

PRIMA'S OFFICIAL STRATEGY GUIDE

**GIANT
POSTER**

STAR WARS GALAXIES™

— AN —
EMPIRE DIVIDED™



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STAR WARS GALAXIES:
AN EMPIRE DIVIDED™





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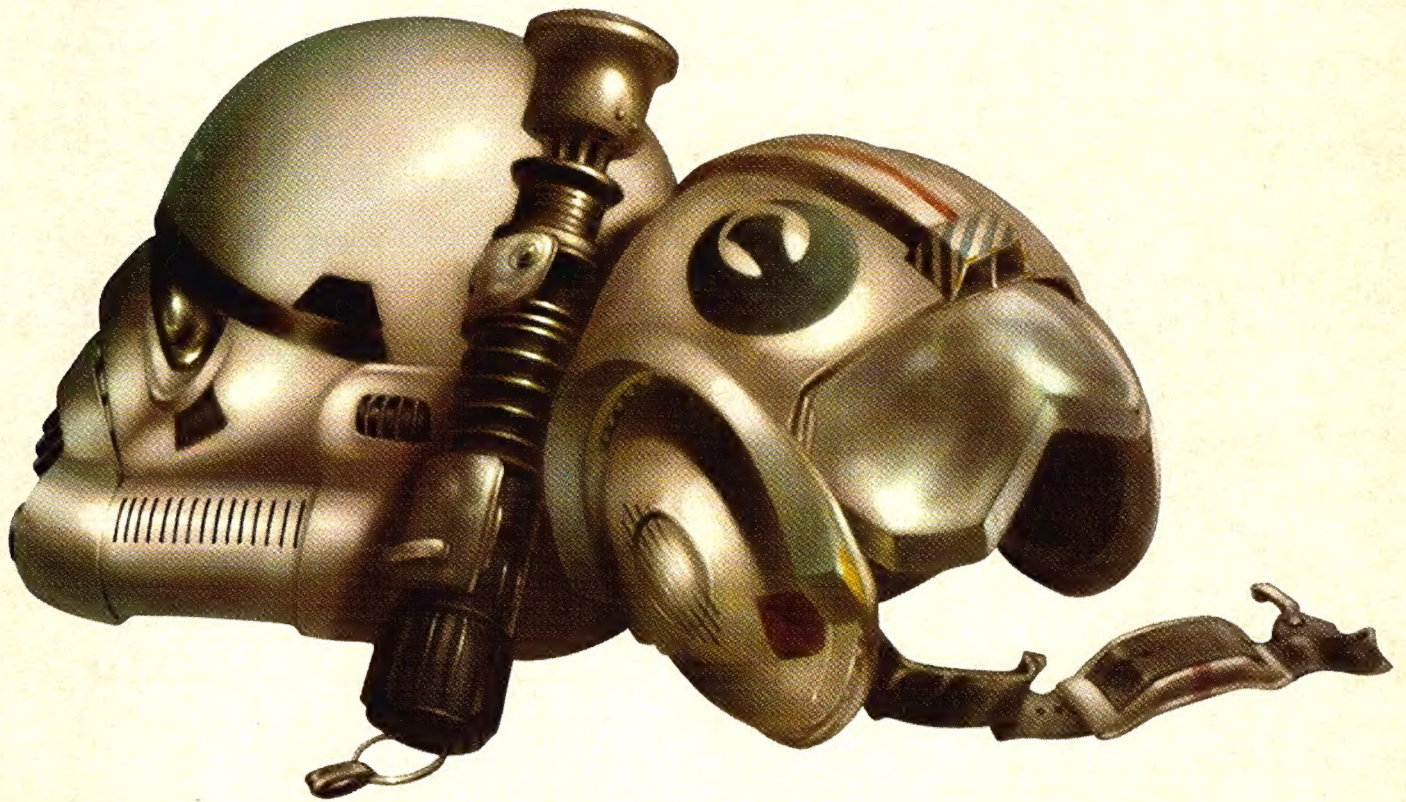
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STAR WARS GALAXIES: AN EMPIRE DIVIDED™

PRIMA'S OFFICIAL STRATEGY GUIDE



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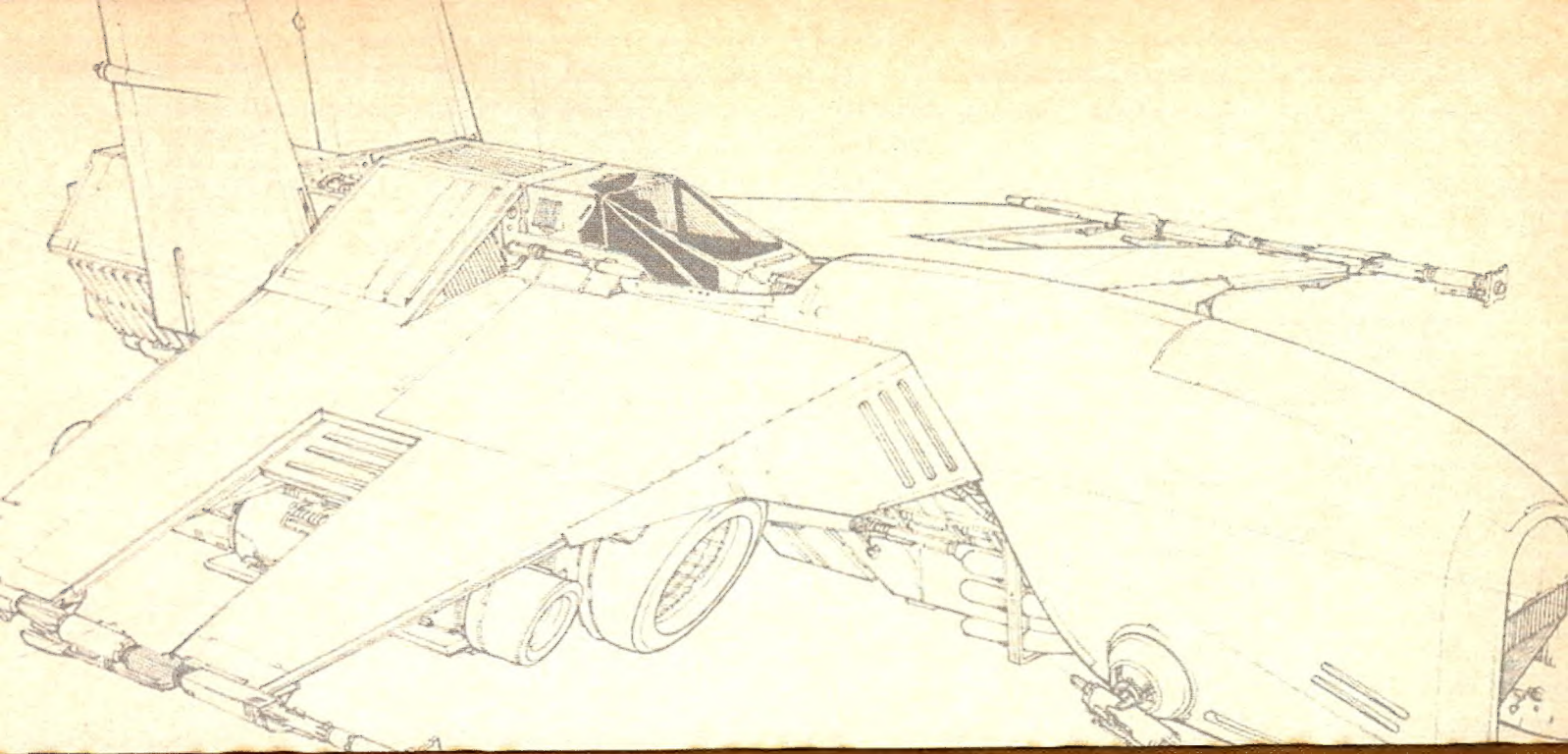


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NEW PLAYER INTRODUCTION

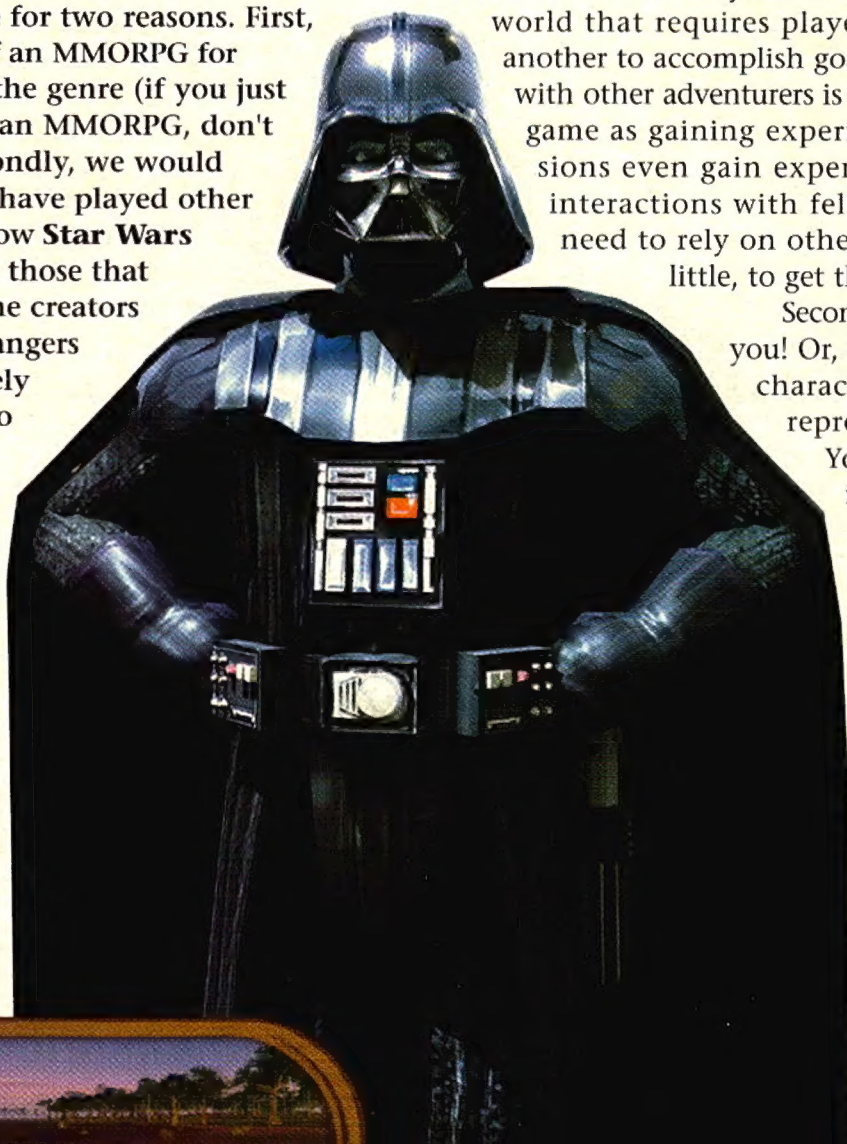
CHAPTER

1



Congratulations, you just purchased one of the most anticipated games to come along since perhaps 1977. And because you are reading this guide, you must have some idea of the enormity of this game. Games have come a long way since you first took on the Death Star in full wire frame, coin-op splendor! This game isn't as cut and dry as your standard action title either, so fight the urge to load up the game and dive right in. You'll be much better off if you give us a few minutes to help you plan ahead.

This chapter is here for two reasons. First, we outline the basics of an MMORPG for anyone who is new to the genre (if you just asked yourself what is an MMORPG, don't skip this section!). Secondly, we would like to give those who have played other MMORPGs an idea of how **Star Wars Galaxies™** differs from those that have come before it. The creators of this game are no strangers to the world of massively multi-player gaming, so don't expect this to be a clone or amalgam of previous titles. **Star Wars Galaxies** will take your online experience light years beyond anything you have played previously.



MMORPG...WHAT?

MMORPG, or Massively Multi-player Online Role-Playing Game, is a fairly recent phenomenon in gaming, although its roots go back to the Multi-User Dungeons (MUDs) of the late '80s. Basically, they are an attempt to immerse a player in a fantasy world, complete with all the basic interactions that would occur in a real world environment (albeit with text and emotive-based interaction with other players and simulated interactions with non-player characters, or NPCs).

WHAT AM I IN FOR?

Get used to the idea that you cannot go it alone. MMORPGs offer a dynamic and ever-changing world that requires players to rely on one another to accomplish goals. Communicating with other adventurers is as much a part of the game as gaining experience. Some professions even gain experience *through* their interactions with fellow players. You'll need to rely on other players, at least a little, to get through the day.

Secondly, the character is *you*! Or, more accurately, the character you create is a representation of you.

You will directly interact with both your environment and fellow players, so your personality will show through. This fact leads to many topics, from character creation to etiquette to role-playing.

NEW PLAYER INTRODUCTION

UNDERSTANDING CHARACTER CREATION

If you are new to role-playing games, the concept of character creation may be new to you. The character you create will be a representation of you, but what specifically about you will be reflected in your online creation? This is the all-important question. Will you be an adventurer who lives to explore the universe? Will you be a healer who lives only to aid those in need? Will you be an artist or an architect, a fighter or an entertainer? Or maybe a bit of each, if that suits you? You have many choices to make, and for the most part, your style of gameplay will lead you in the right direction. However, creating the correct type of character at the start gives you innate advantages. So, start thinking about what type of character you would like to play.

Find more detailed information on the choices that are available in the "Character Creation" and "Professions" chapters in this guide.

ROLE-PLAYING

With character creation, you create a character geared to the sort of playing you would like to do. For example, you may want to jump in a few nights a week, take out some things, and be done. Or, you may want to spend a lot of time conversing with others, while performing a needed service (both viable options in **Star Wars Galaxies**). And although we haven't delved into the specific choices you have to make in order to tailor a character to your playing style, you are ahead of the game if you have given this some thought.

The second thing to consider during character creation is what type of personality to give to your character. The most common choice is to be you, whatever that entails. If you are naturally witty and a "people-person," you may want to choose a character who can bank on those skills (think Entertainer or Medic). If you are a person of few words and prefer to let your actions speak for themselves, try Brawler or Marksman. Your personality

does not need to dictate your character. You can play whatever class you wish, just as you are. The upside to this approach is simple: "Just being you" is not a charade, so it is easy to maintain.

If you are more adventurous, and think to yourself, "You know, I am myself 24 hours a day. I don't need to *play* as myself too!" then you may be a natural role-player. You may be witty and kind in real life, but the idea of a jaded and hardened adventurer appeals to you. Your character may have no time for idle chatter, and little tolerance for those with inferior battle skills. Your mood is mostly sour, and your wit is biting, when and if it appears. Role-playing of this kind is tougher to pull off, as you must keep up the act for as long as it suits you. But don't let that deter you; the world is destined to be richer with you in it.



ETIQUETTE

Role-player or not, bear this in mind: You are part of a large and diverse community with players of all backgrounds. Therefore, hateful and discriminatory behavior and chat is not tolerated. Sexual harassment is not tolerated. Racial slurs, epithets, jokes, and so forth, are not tolerated. You may be playing an "evil" character in-game, but remember, role-playing is neither an excuse nor an outlet for that type of behavior.

If you choose to create a character of "questionable character," than take the following tips to heart:

- **Think before you type:** If you have the slightest hesitation before pressing the Enter key, don't press it. It's better to play it safe and keep both your social status and your account in good standing.
- **Know your audience:** When playing with strangers, establish some boundaries before you let the full brunt of your rough-and-tumble nature rear its unpleasant head. You could be grouped with a young child and not know it. *Star Wars* is loved by "kids" of all ages, so adjust your attitude to that end.
- **When appropriate, announce if you are "in character":** Even though you may be playing within the bounds of proper conduct, some players may take offense to your character's attitude. Perhaps their idea of a good *Star Wars Galaxies*' experience is different from yours. In this case, it may help to announce that you are simply "in-character" and mean nothing personal by your actions. Again, being "in-character" doesn't excuse prohibited behavior, but other players may be more receptive to your act if you profess it to be just that.

- **What goes around comes around:** There is a price for creating an unpleasant character. Those you slight today may be the Doctors you need tomorrow.
- **Use common sense and learn to differentiate between role-playing and bad behavior.**

CROSSING THE LINE

If you feel a player has crossed the line into offensive behavior, there are two steps you can take to deal with him or her. The first is to place the offender on your personal ignore list. The ignore list is a filter that stops any messages sent by offending players from reaching you. There is no penalty to the offending player if you choose this option; it just makes life easier on you. To place a player on your ignore list, type **/ignore: [offending player's first name]**.

Should the harassment be severe, or become offensive, the second option is to report the player to a Customer Service Representative (CSR). Hit **[Ctrl]+[H]** to bring up the Holocron. From there, hit the Customer Service button and click on the Open Ticket tab.

WHAT'S THE POINT?

All this talk about creating a character and rules of good conduct are necessary, but they don't speak to the point of the game at all. But explaining the point of *Star Wars Galaxies* is a difficult undertaking. Traditional role-playing games, or almost any game, typically have a beginning, middle, and an end. The plot evolves along these lines: You press start, then you talk, drive, fight, fly, shoot, run, jump, pass, and/or score until you win. They're very linear, very easy. Well, this is not precisely true of most MMORPGs, and it especially not true of *Star Wars Galaxies*.

In *Galaxies*, your character plays an integral role in the player-generated economy, although how small or large a role is up to you. No items, weapons, or armor will be sold at merchants, unless they are player found or created. To create an item, schematics must be drawn up and the



NEW PLAYER INTRODUCTION

appropriate resources gathered. Then you must have the skill to assemble the necessary components. Likewise, no healing is done by NPCs, so you must see a player-character to heal your wounds.

It is a player-run economy, and you must decide your role. Basically, the old adage "You get out what you put in" is a fitting way to describe the point of **Star Wars Galaxies**.

How much you wish to put in is precisely what you need to figure out.



ADVANCEMENT AND EXPERIENCE POINTS

No matter what type of character you create, you advance your skills by gaining experience points (XP). Experience points can be earned in a variety of ways, from engaging in combat, healing another player, crafting an item, harvesting resources, or myriad other ways. The type of XP you earn is dependent on how you spend your time.

SPENDING YOUR TIME WISELY

Figuring out the type of play you enjoy makes it easier to choose a starting profession. Read the following descriptions for some suggestions on classes that resemble your style of play.

Brawler: I enjoy beating enemies into the ground with my bare hands or with an array of close-quarters weapons. Group support is not my forte, as I prefer to be in the fray constantly, nose-to-nose with whatever ugly brute wants a scrap. In time, I can become a master at unarmed combat or melee weapons, or choose to become a Bounty Hunter or Commando.

Marksman: Picking off an enemy from a distance gets my blood pumping. From a pistol to a rifle, I am lethal with all forms of ranged weapons. I prefer to let the hardier fighters engage the enemy while I inflict damage from the outskirts of the battle. I can hone my skills on a particular type of ranged weapon, or train in Combat Tactics to become a Squad Leader. The Bounty Hunter path is also available to me, should I choose it.

Artisan: I prefer to build rather than destroy. My creativity is matched only by my mechanical know-how. I enjoy working with my hands while

challenging my intellect. Although I won't prove my mettle in battle, it will most likely be my metal that the combatants are wielding. My specialization choices are many: Droid Engineer, Architect, Weaponsmith, Armorsmith, Chef, Tailor, and Merchant. Most other professions will probably choose to dabble as an Artisan to some extent, in order to meet the requirements of their profession.

Medic: My calling is medicine. I choose the path of the healer, wherever that will lead. I can choose to become a Combat Medic, and match my combat healing abilities with ranged combat experience, or I can become a Doctor and spend my time healing wounds. Either way, my primary skill will be healing, rather than hurting.

Entertainer: Battle is much too grim a way to spend one's time. Rather, one should pursue more leisurely and pleasurable activities. I prefer dancing and musicianship to hitting and shooting, Hairstyling and Image Design, to the grit of the battlefield. While the fighters among you may find my profession strange, I guarantee you'll need my services sooner than you think, as my skills alleviate the shock of war. And while you are enjoying the show, you may wish to purchase a unique tattoo or hairdo to differentiate yourself from the crowd.

Scout: I enjoy the thrill of the hunt and the exploration of the wilderness. As my skills grow, the more at home I feel, even in the harshest of conditions. I can become a Squad Leader, a Ranger, or I can hone my skills as a Creature Handler.

These are basic descriptions, and you should refer to the "Character Creation" chapter for

more detailed information. Reading the descriptions above should give you an idea about the base classes and the types of skills you will be spending your time honing.

In traditional role-playing games, choosing a class is limiting. Once you choose, that's it. A fighter may dabble in crafting, but he'll always be a fighter. Not so in **Star Wars Galaxies**. Think of your base profession as a foundation, one to construct a unique character upon. For instance, you may enjoy ranged combat, but the idea of being a tattoo artist also appeals to you.

Well, begin as a Marksman, then train as an Entertainer to begin the path to an Image Designer. How interesting it will be to swap battle tales with a large Zabrak as you ink his face.

And who knows, that large Trandoshan may be a Brawler by day, but a world-renowned Chef by night (who isn't a bad dancer either). There are endless possibilities to choose from, and **Star Wars Galaxies'** fluid advancement system lets you explore them all.





NEW PLAYER INTRODUCTION

GLOSSARY

By now, you are almost ready to create your character and start adventuring. One final section should help you. What follows is a glossary of terms that has grown and evolved since the early days of multi-player gaming and chat rooms. Most are abbreviations or acronyms created out of a necessity to communicate quickly and cut down on the amount of typing required to "say" common phrases. There are also common role-playing terms thrown in, as well as terms specific to **Star Wars Galaxies**, so even the most seasoned player should review this list.

Action/Action pool The Action pool refers to your character's physical energy. It dictates how often you can perform certain actions or how rapidly you can change postures.

add Additional (mob). Typing "add" while in combat informs the group that an additional mob has joined the fray.

afk Away from keyboard. Typing afk informs your friends that you will be away from the keyboard and thus, your character will be unresponsive. When your break is over, type "back" to let your group know you have returned.

AoE/Ae Area of effect. Some weapons and items in **Star Wars Galaxies** affect all targets in a specified area. This radius is the item's area of effect.

afaik: As far as I know.

aggro Aggressive. An aggressive creature will "aggro" (attack) anything that ventures near it. In group combat, drawing aggro refers to the person the mob is currently targeting for attack.

AI Artificial intelligence. Mobs in **Star Wars Galaxies** react to a multitude of stimuli in many different ways. A seasoned adventurer learns creature AI to stay alive longer.

attributes A character in **Star Wars Galaxies** has three primary attributes and six secondary attributes. The three primary attributes are Health,

Action, and Mind. The six secondary attributes are Strength and Constitution (which correspond to Health), Quickness and Stamina (which correspond to Action), and Focus and Willpower (which correspond to Mind).

baf Bring a friend. A mob is said to baf if it brings an additional mob with it to even the odds against a single player or a group of players.

bind Reset your home/spawn point. When you are defeated, your character resurrects at the nearest Cloning Facility, unless you have paid 100 credits to designate a facility. If you have designated a facility, you can return to it, or to the nearest Cloning Facility.

brb Be right back.

brt Be right there.

brun Burst run. Typing /burst or pressing F5 (default) temporarily increases your character's run speed at the cost of all pools.

btw By the way.

buffs/buffing Short-term bonuses to your attributes. In **Star Wars Galaxies**, buffs mostly come in the form of foodstuffs or stimpacks.

bug An unintended flaw in the game programming. Exploiting bugs for personal gain is cause for account suspension.

camp 1. In generic MMORPG lingo, the word "camp" is used whenever a players stake out a mob location to engage the mob every time it spawns. This is done to complete quests, gain unique items, or earn experience. 2. In **Star Wars Galaxies**, Scouts can set up a camp outside of a city and offer players certain amenities that they would not be privy to otherwise.

clan See "guild."

con Consider. To con a mob is to determine whether or not it is within your ability to defeat.

Constitution Constitution refers to a character's "Health regeneration rate." A player with high Constitution recovers more quickly from attacks that affect the Health pool.



CSR Customer Service Representative. In other games, they are sometimes referred to as Game Masters, however in SWG they only enter the game to deal with problems.

cr Corpse run. Players announce they are going on a corpse run to retrieve any items left on their body.

credits The currency of **Star Wars Galaxies**.

cu/cya Chat-speak for good-bye.

dd Direct damage. Damage done directly to a target. Blaster fire is a form of direct damage.

debuff To temporarily decrease a creature or player's stats.

Digiteer SOE staff members who help facilitate in-game events.

ding An *EverQuest* term that signifies the player has gained a level. As there are no levels to be gained in **Star Wars Galaxies** per se, this will be rarely heard.

DoT Damage over time. Any damage applied over a period of time is considered damage over time (as opposed to direct damage which applies the damage immediately).

dpad Datapad. The dpad stores specific types of data including waypoints and schematics.

drop A drop is anything found on a mob's corpse after it is slain. Usually when a player says drop, he or she means that an item of particular interest has dropped.

emotes See "socials."

Focus This attribute refers to your Mind burn rate. Focus affects how greatly a character's Mind-based actions reduce his or her Mind pool.

fyi For your information.

galaxy Server. The galaxy is the server in which your character is stored. Choose your galaxy carefully; your character cannot travel between them after creation.



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gank To gank a mob or player is to destroy it effortlessly.

gimp To gimp your character is to misallocate your stat points and thus make playing more difficult. In **Star Wars Galaxies**, any misallocation can be reversed in the Stat Migration screen.

griefer A term given to a player who derives his or her fun by spoiling other's enjoyment of the game.

gtg Good to go. Type "gtg" in group chat to inform your group mates you are ready for action. Warning: Many players misuse gtg and mean "got to go" rather than good to go. This misunderstanding can leave a group with one less member to attack the incoming hostiles.

guild A group of players with like interests who band together to achieve common goals. Also known as a clan or Player Association.

HAM bar The HAM bar is a graphic representation of a character's or mob's Health, Action, and Mind bars, which appear above their head.

Health/Health pool Refers to your character's physical health. This is how much damage your character can sustain before he or she becomes incapacitated or eliminated.

hp Health, Action, and Mind.

Hybrid Hybrid characters have some degree of proficiency in two related professions. Bounty Hunters and Combat Medics are examples of Hybrid character professions.

imho In my humble opinion.

imo In my opinion.

inc Incoming. A player who types "inc" is warning his or her group mates that a mob is on the way.

incapacitated Players in **Star Wars Galaxies** become incapacitated if one or more of their Health, Action, or Mind bars fall to zero.

irl In real life. Irl is used to differentiate a real-life occurrence from a **Star Wars Galaxies** one.

jk Just kidding.

k Okay.

Kill stealing/ks The act of finishing off a mob that has already been engaged by another player. This lessens the experience gained by the player who first engaged the mob. Only report someone who does this repeatedly with the only intention of harassing you.

KoS Kill on sight. Certain mobs in **Star Wars Galaxies** are KoS, meaning they will attack you on sight, especially when competing factions (Rebel and Imperial) are involved.

lag Connection slow-down due to server or provider issues. Players should inform their group if they are having performance problems because it affects the group's viability.

ld Link dead. A character is ld if connection problems cause him or her to lose connection to the **Star Wars Galaxies** server.

leech/leeching Gaining experience for a defeat as if part of the player group, without being part of that group. Leeching is acceptable only with the group's permission. Only report someone who does this repeatedly with the only intention of harassing you.

lfg Looking for group. A player who says "lfg" is actively seeking a group with which to hunt or quest.

lol Laugh out loud.

lop/lom Low on power/low on mana. In traditional MMORPGs, a caster would state this to warn the group that he or she has limited spell-casting ability left. In **Star Wars Galaxies**, a more apt expression would be low on Action, or low on Mind.

loot Looting removes items/credits from a slain mob.

los Line of sight. For a ranged attack to be successful, the target must be within the player's line of sight.

lowbie Refers to a low level character with relatively little experience.

med/medding Meditate/meditating. To rest and thus recover Health, Action, and/or Mind.

Mind Refers to mental strength. Also a measure of alertness and the ability to complete technical tasks.

mob Mobile. A mob is any computer-controlled creature that can be fought.

mood **Star Wars Galaxies** allows you to change your character mood. This is reflected in your facial expressions and your chat. For example, typing /mood angry lets everyone know that your mood has turned sour.

mt Mistell. A tell mistakenly sent to the wrong person.

nerf A class, item, ability, etc. that is programmed to be less effective for game-balancing purposes.

newbie/noob Refers to a player with virtually no gameplay experience.

newbie zone Zone created for easy low-level experience gathering. Mobs in newbie zones are usually weak and non-aggressive.

ninja looter A player in a group who loots a slain mob's corpse before the fighting is finished. This is considered bad behavior.

nm Never mind.

np No problem.

NPC Non-player character. NPC refers to any interactive character not controlled by a player. Guards, trainers, and merchants are NPCs.

omw On my way.

oom Out of mana. In traditional MMORPG's, a caster types "oom" to alert the group that he or she has no mana/power left to cast spells. Although there is no direct equivalent to mana in **Star Wars Galaxies**, out of Mind, or out of Action are similar.

party Any group of players working together toward a certain goal.

PC Player character. Any character controlled by a person is a PC.

pet Creature Handlers can tame mobs and control them to do their bidding. These controlled mobs are called pets.

PK/PK'er Player Killer. A PK'er is anyone who eliminates another player.

postures A posture is your character's stance in combat. Postures impact your attack modifiers and the attack modifiers of your enemies.

pl Power level. The act of rapid level advancement is called power-leveling. Also refers to a situation where a more experienced character assists a lower level character to level faster than he or she could alone.

pull/pulling To pull a mob is to be the first to engage a mob and bring it back to the group.

PvE Player versus environment. PvE is any adventuring against computer-controlled mobs.

PvP Player versus player. PvP is any adventuring against player-controlled characters.

Quickness Refers to a character's Action burn rate. Quickness controls how rapidly a player's actions drain the Action pool.

r/rdy Ready.

region A distinct game area for adventuring. Jabba's Palace on Tatooine is an example of a region.

res/rez To be resurrected or revived.

res sickness Negative effects associated with being defeated, then being resurrected. As of this printing, res sickness has not been implemented in **Star Wars Galaxies**.

NEW PLAYER INTRODUCTION

rfp Ready for pull. Informs the group you are ready to engage in combat.

rhfs Rest here for a second.

rl Real life. Used to differentiate real-life statements, events, or questions from those that occur in-game.

rofl Rolling on floor laughing. Used to acknowledge a funny comment or occurrence.

role-playing A player who acts "in-character" throughout the course of his or her online adventuring is said to be role-playing. Role-playing does not excuse anything forbidden in the code of conduct.

server See "galaxy."

socials Special communication gestures found under the Socials tab in your "Abilities" menu. These are also called "emotes."

spam Excessive and unnecessary announcements made for the purpose of annoyance.

spawn The act of appearing in the game world. Mobs spawn outside of cities and players respawn after death.

Stamina Refers to a character's Action regeneration rate. The higher the Stamina attribute, the faster your Action pool regenerates.

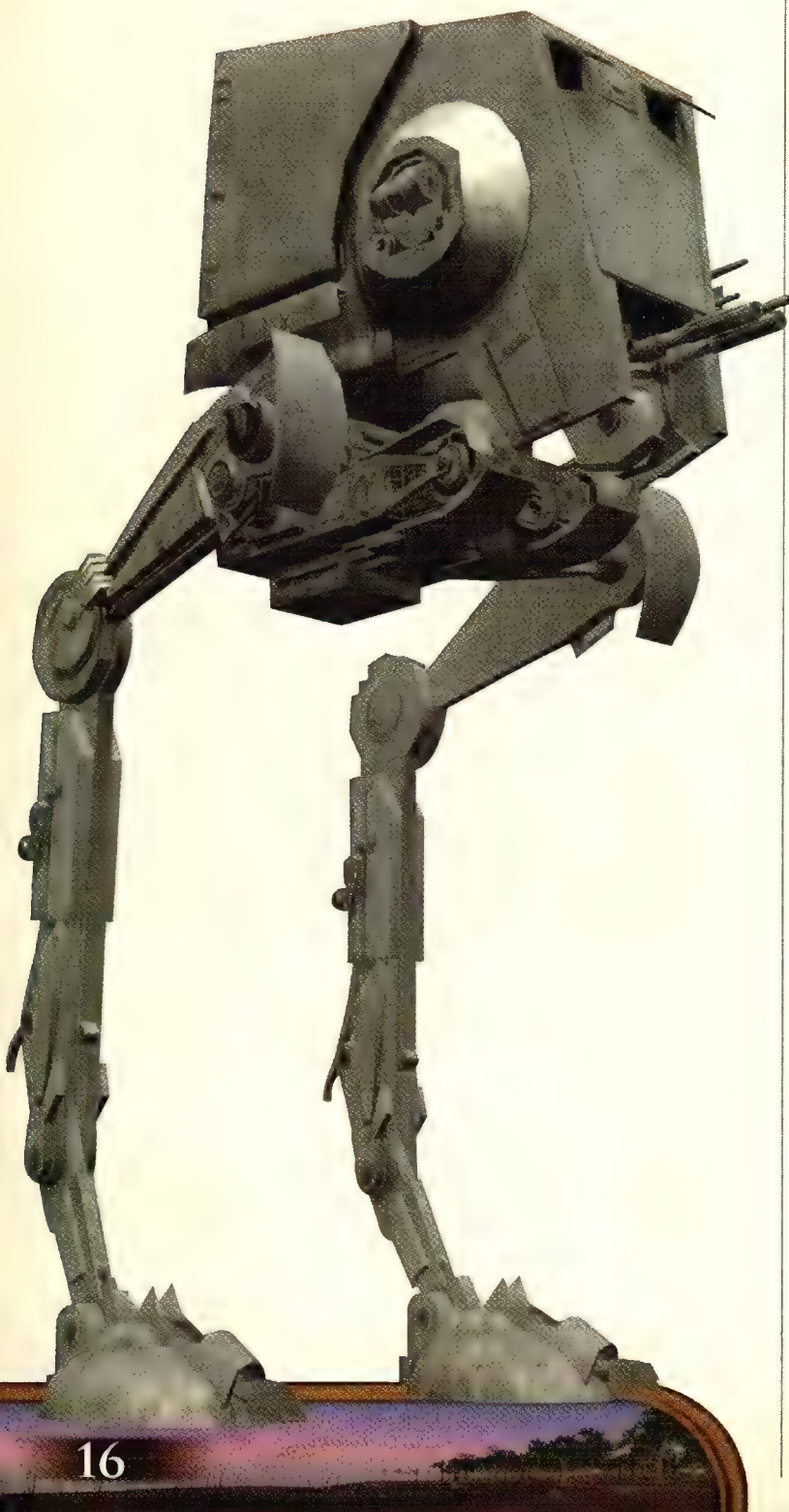
stat Statistic. Statistics define a player, mob, or item. Health, resistances, and range are all examples of stats.

Strength This attribute refers to your "Health burn rate." Strength determines how much Health is burned when using a special move that relies on Health. The stronger a character, the less Health he or she loses when performing a move based on Health.

tank/tanking The act of meeting a mob head on as opposed to firing at it from a distance. Usually those with a large Health pool are considered tanks.

tell A player who asks for a "tell" is referring to a private message sent directly to him or her. The command `/tell [player's name]` followed by your message allows you to communicate with that person directly and confidentially.





toon Your character may be referred to as your toon.

tpw/tgw Total party wipeout/total group wipeout.

train A large group of mobs chasing a player or group.

twinking Decking out a newbie or lowbie with equipment, armor, and weapons that would normally be well beyond his or her means to acquire.

wb Welcome back.

Willpower Willpower refers to your Mind-regeneration rate. Characters with higher Willpower recover more quickly from tasks or actions that tax the Mind.

woot A reaction to something positive. Synonyms might be "great" or "awesome."

wtb Want to buy. If a player wishes to purchase something, he or she may preface the request with wtb.

wts Want to sell. If a player wishes to sell something, he or she may preface the request with wts.

wtt Want to trade. If a player wishes to trade something, he or she may preface the request with wtt.

XP/exp Experience.

zerg An offensive hunting tactic that involves overpowering your enemy with sheer numbers.





CHARACTER CREATION

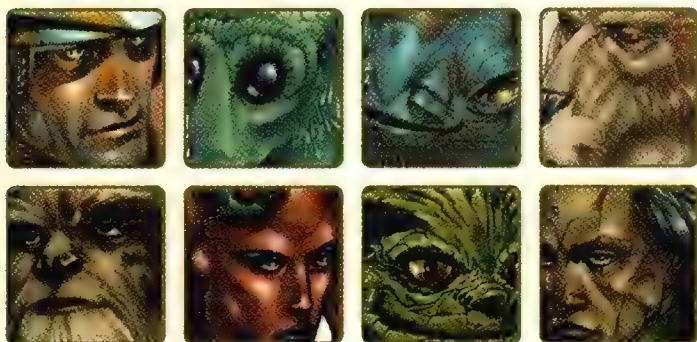
CHAPTER 2



WHO ARE YOU?

To play **Star Wars Galaxies**, you need a character. The choices you have to customize how that character looks are limitless. We'll give you a run-down here of how you go about creating your avatar in the **Star Wars Galaxies** universe. Everything from species, to height, to amount of freckles is in your control, so take some time to pick out the right appearance.

The initial character creation is also when you decide on your initial profession. This, plus the species you choose to play, determines what your attributes are. So pay attention to the information here, as it will help you decide what paths will best suit your style of play.



NOTE

The attributes are not set in stone, and you can change their allocation (though you can never lose or add to your total number of points). Whatever you choose, you can change. Just remember that reallocation can take a long time.

THE CREATION PROCESS

Here we'll take you through the whole system of character creation in **Star Wars Galaxies** step-by-step. What you see here is what you'll see in the game.

First you have to decide in what Galaxy server you want to play. If you decide to play in the Bria Galaxy, you'll meet only those players who have also chosen Bria as their home. Remember this if you want to play with friends. You must all be in the same Galaxy server to be able to interact.



Here you decide what Galaxy server will be your home.

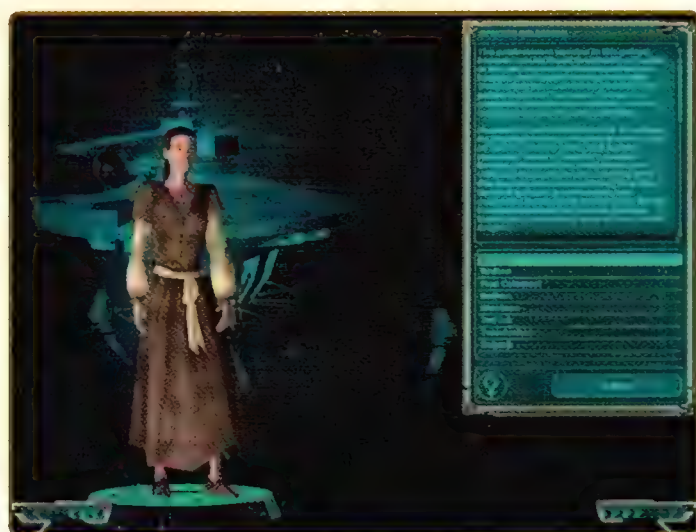
You can create characters in other Galaxy servers if you want, but you can't emigrate a character from one server to another.

SPECIES AND SEX

After you settle on a location, build your character's physical appearance. To begin with, choose the species and sex.

In the blue box to the right is a list of the species you can choose and the Male symbol in the left corner. Click on the Male symbol (the Spear of Mars) and it will change to the Female symbol (the Mirror of Venus). Decide whether you want a male or female character and make sure the appropriate symbol is showing.

CHARACTER CREATION



You see the species list and sex button to the right. On the left a "dummy" character model changes to show you the look of the species on which you click.

Consider what profession you want when choosing your character's species. Each of the species has various bonuses and penalties with the six starting professions. Consult the "Professions" chapter in this guide to get more information on how a character's species affects the profession.

Eight species in **Star Wars Galaxies** are available. Each one of them has a different set of bonuses and skill mods (modifiers). Here's a run-down of all of them with the in-game descriptions of each species general characteristics:

HUMAN

The predominant species in the galaxy, humans can be found in virtually all walks of life and on most habitable worlds. All humans are bipedal, intelligent beings. They speak Basic, which has become the galaxy's official language. Humans are generally considered adaptable, curious, innovative, resilient, and ambitious.

Humanity's incredible diversity is perhaps its greatest strength. No two humans look or behave exactly alike, and humans represent many of history's greatest heroes (along with its most despicable villains). Humanity is also credited with discovering hyperspace travel, founding the first galactic governments, and colonizing hundreds of treacherous worlds. Humans dominate the current political landscape, comprising most of the Galactic Empire.

Unlike many other species, humans do not have an identifiable planet of origin. Some scholars believe that humans first appeared on Coruscant, which is now the Imperial capital, but this theory has never been substantiated. Regardless, humans have settled in nearly every corner of the galaxy. Because humans are so widespread, they are often categorized by homeworld. Thus, humans born on Corellia are widely known as Corellians while the humans found on Naboo are often called simply "the Naboo." On some worlds, humanity gave rise to genetic off-shoots, which are referred to as "near-humans."

RODIAN



Rodians are slight humanoids with large, multifaceted eyes, flexible snouts, and short antennae. They typically have greenish skin, although some members of the species may be blue, purple, or even pale white. Rodians are native to Rodia, an industrial planet in the Tyrius system.

Rodians are widely distrusted by other species, who consider the Rodians to be generally greedy, immoral, and violent. Much of this reputation stems from Rodian culture, which romanticizes the hunt. In addition, the species reveres bounty hunters. The most successful hunters are presented with an array of rewards, including such coveted awards as "Best Capture" and "Longest Hunt".

On Rodia, the species lives in violent clans that wage long and devastating wars against one another. Immense gladiator games are also frequent occurrences. To support their constant warfare, Rodian industry revolves around building weapons, armors, and vehicles. Manufacturing facilities dominate the landscape, devastating the once lush and tropical Rodian ecology. Many life-forms have become extinct on Rodia and most food and material goods must be imported to the planet.

Surprisingly, Rodians are skilled dramatists and their theatrical work is respected throughout the galaxy. After realizing that they were driving themselves toward extinction, the species developed drama in order to enact violence without actually taking out one another. Their early plays were nothing more than mock battles, but later generations began converting Rodian drama into a true art form. All Rodian drama, however, contains a great deal of bloodshed.

Rodians speak Rodese, although those who leave the planet quickly learn Basic as well. In the Outer Rim, where many expatriate Rodians have settled, the species has mastered Huttese and uses it almost exclusively.

Traditionally, Rodian society has been tightly controlled by the Rodian Grand Protector, with only the most accomplished hunters allowed to leave their planet. However, Rodians are becoming increasingly independent. A number of "peaceful" clans actually exist, although such clans are usually exiled from Rodia when they are discovered. In addition, those Rodians who chafe under the Grand Protector's rule or become weary of the constant bloodshed on their homeworld can almost always find a way to escape the planet.

Rodians encountered abroad tend to be much more introspective and well-rounded than their brethren. They are still quick and agile, but are not necessarily prone to extreme violence. While many still become bounty hunters or mercenaries, Rodians can be found in all professions. Some of the most successful Rodians are dramatic actors, while others become famous musicians, dancers, and other entertainers.

CHARACTER CREATION

MON CALAMARI



An amphibious species with fishlike faces and huge eyes, the Mon Calamari are among the galaxy's most peaceful and intelligent beings. They are a colorful species, with skin tones ranging the full spectrum of known hues. Many Mon Calamari are also marked by vibrant spots or stripes.

The Mon Calamari are native to a watery world of the same name. They can survive underwater for long periods of time and are powerful swimmers. The Mon Calamari are also psychologically attuned to their environment. When visiting wet, cool planets they become very energetic and cheerful; in contrast, they may be quite depressed and languid on hot, dry worlds.

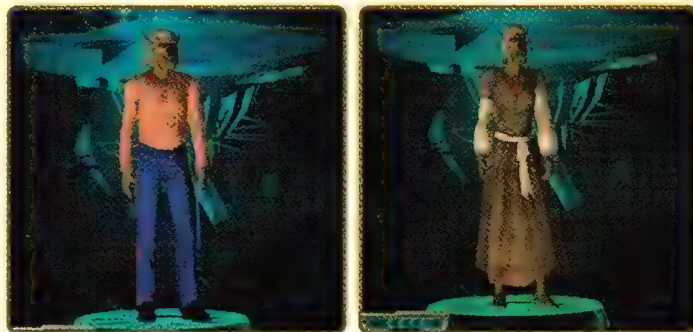
The idealistic Mon Calamari enjoy a progressive society that promotes the values of justice and peace. They are tireless explorers, but seek out other planets for knowledge rather than conquest. As individuals, they may seem soft-spoken, gentle, determined, and generous. They control their emotions as well and have a nearly superhuman capacity for intense concentration. More impulsive species may view the Mon Cal as extremely stubborn. Mon Calamari speak Basic and Mon Calamari.

The Mon Calamari are one of the many species victimized by the Galactic Empire. Many Mon Calamari have been forced to build weapons and starships for the Imperial forces while others serve as personal assistants to high-ranking Imperial officers. In defiance of the Empire, those Mon Calamari who still travel the galaxy often find themselves working for the Rebel Alliance.

Throughout the galaxy, Mon Calamari are probably best-known for their great scientific knowledge and mechanical aptitude. In particular, they are widely respected for their striking starships, each a

unique fusion of art and engineering. But Mon Calamari certainly aren't limited to intellectual pursuits; they can also apply their great intelligence to exploration, tactical combat, and even complete mastery of weapons.

BOTHAN



A humanoid species identified by their short builds and fur-covered faces, Bothans are widely known as proficient and intrepid spies. However, members of the species have also become fearless leaders, relentless warriors, courageous pilots, and brilliant scientists.

As a species, Bothans have been mastering the art of information-gathering for nearly 300 years. The resulting Bothan spynet is among the largest and most renowned intelligence organizations, with operatives stationed throughout the galaxy. In fact, spying has become the Bothans' primary industry. Since the outbreak of the Galactic Civil War, the Bothan spynet has primarily benefited the Rebel Alliance, although both the Empire and the criminal underworld occasionally make use of Bothan spies as well.

Due largely to their reputation as spies, Bothans are often regarded as power hungry, manipulative, cunning, and paranoid. But Bothans are also well-organized, keenly intelligent, and very loyal. They live orderly lives, place great emphasis on family bonds, and are extremely protective of their allies. In addition, Bothans can be passionate and surprisingly eloquent orators, poets, and politicians.

Bothans hail from Bothawui, a clean, cosmopolitan planet. They live in tight-knit clans and are ruled by a democratic Bothan Council. Bothans speak both Basic and their own native tongue.

WOOKIEE



Towering, fur-covered humanoids native to the planet Kashyyyk, Wookiees are one of the most recognizable species in the galaxy. They are strong and prone to fits of bestial rage, but are also intelligent, loyal, and trusting.

Among the Wookiees, bravery and honor are considered paramount. Though Wookiees are not warlike, they do make fierce warriors and fierce opponents when angered or threatened. The tales of so-called "Wookiee Berserkers" are legendary. But while Wookiees may appear primitive and even barbaric, they are actually quite comfortable with technology and can easily learn to pilot starships, repair machines, and wield advanced weaponry.

An average Wookiee grows to more than two meters tall and lives several

times the lifetime of a human. Aside from their great strength and keen senses, they possess regenerative powers and can recover from serious wounds within days.

In many ways, Wookiees are still mysterious to outsiders.

Wookiees speak Shyriiwook, a language consisting of grunts, growls, roars, hoots, and screeches. They can understand other languages, including Basic, but have limited vocal capability and can only speak

their own tongue.

The Wookiees species is psychologically stable and has a deep connection to nature. They love their homeworld and have a strong connection with animals, plants, and other components of the natural world. Wookiees place great value on morality, courage, compassion, and loyalty. Very few Wookiees willingly betray their friends or families. Typical of their beliefs is the Wookiee life debt, an oath of fealty extended to anyone who saves the life of a Wookiee. Finally, Wookiees feel that they are honored by their own deeds alone, and thus they do not care for medals or other material symbols of bravery or achievement.

CHARACTER CREATION

TWI'LEK



Twi'leks are humanoids easily distinguished by the twin tentacles that grow from their skulls. These prehensile appendages, known as "lekku" or "tchun-tchin," are advanced organs used for communication and cognitive functions. Like humans, Twi'leks vary greatly in appearance and have a wide variety of skin colors ranging from pale white to bright green, blue, or red.

Twi'leks speak Twi'leki, a language that combines verbal components with subtle head-tail movements. When they wish, they can even communicate in complete secrecy using their versatile head-tails.

Twi'leks are native to mountainous Ryloth in the Outer Rim. Because of Ryloth's strange orbit, half of the



world is trapped in perpetual darkness, while the other half remains scorched by the sun. The Twi'leks inhabit a thin band of twilight between these two extremes, living in sprawling catacomb cities just below the planet's surface. They have a relatively primitive industrial civilization, and survive on a diet of raw fungi and cow-like rycrits. Because Ryloth is relatively defenseless, the planet has long been the target of off-world slavers.

Twi'leks adhere to a familial clan government organized around a series of head clans, each consisting of five members who are born into the position. Head clans are responsible for all community decisions, but the position also has a heavy price: When one member of a clan government passes away, the remaining four leaders are exiled to Ryloth's uninhabitable Bright Lands, allowing the next generation of clan leaders to assume their rightful place. Religiously, the species worships a single female deity.

Ryloth's harsh environment and turbulent history have forged Twi'leks into tough survivors. Generally nonviolent, they typically use their intelligence and cunning to achieve their goals or resolve conflicts. Noble Twi'leks may seem stoic or even aloof, while less scrupulous members of the species can be considered ruthless and manipulative.

TRANSDOSHAN



Among the galaxy's most fearsome species, Trandoshans are large, threatening reptilians from the planet Trandosha (or Dosha). Trandoshans are physically powerful, very difficult to injure, and capable of recovering quickly from even the most serious injuries. Like many reptiles, Trandoshans hatch from eggs and have thick, scaly skin. Their three-fingered hands are armed with sharp claws, which can be destructive weapons in combat. They also have supersensitive eyes that can see into the infrared range.

Trandoshans live in a warlike society that honors hunting above all else. In fact, Trandoshans worship a female deity known as the Scorekeeper, who awards "jagannath points" to her followers based on successful eliminations. The number of jagannath points a Trandoshan accumulates supposedly determines his or her position in the afterlife.

Many Trandoshans channel their society's values into roles as bounty hunters, soldiers, or rangers. A handful of the most violent and immoral Trandoshans serve the Empire as slavers who target other species, including Wookiees. But, Trandoshans are also

independent and may rebel against their culture. A scientifically-minded Trandoshan might become a peaceful "hunter," working as a xenobiologist who merely tracks and studies other creatures. Even on Dosha, Trandoshan society relies on its own engineers and merchants.

Trandoshans are widely distrusted throughout the galaxy, in part because of their frightening appearance. And, in fact, many Trandoshans are gruff, unpredictable, and even dangerous. They rarely form long-lasting emotional bonds, even with other Trandoshans, and may be more likely to join forces with others for personal gain rather than friendship. But those who have allied themselves with Trandoshans are always impressed by the species' uncanny fortitude, unflagging resolve, and unshakable calm.



CHARACTER CREATION

ZABRAK



Zabrak are humanoids with prominent vestigial horns and well-developed mental willpower. The species is divided into a number of different species, each exhibiting different horn patterns. Zabrak are also fond of intricate facial tattoos designed to reflect their individual personalities.

Zabrak were one of the earliest spacefaring species and they have explored large sections of the galaxy. Their homeworld of Iridonia is a frighteningly harsh planet, which has led many Zabrak to settle on other worlds, including Talus and Corellia. The Zabrak also maintain eight colonies throughout the Mid Rim region of space, and most Zabrak actually identify themselves by their colony first and foremost. All members of the species speak Zabraki and Basic, but they may adopt local languages as well.

As fitting with their pioneer spirit, Zabrak are viewed as independent and strong-willed. Iridonia and the major colonies have steadfastly resisted Imperial control, although some individual Zabrak have become servants of the Empire. In response to general Zabrak defiance, the Empire is in the process of garrisoning the Zabrak colony worlds and Imperializing the species' companies. This has forced many Zabrak back into the spacelanes.

Zabrak are proud, strong, and confident beings. They believe that nothing is truly impossible and will strive to prove skeptics wrong at every turn. Some Zabrak carry themselves with an air of superiority, and they frequently discuss the achievements of their species and home colonies with a pride

that can border on arrogance. As warriors or adventurers, Zabrak tend to be dedicated, intense, and extremely focused.

Zabrak are still considered among the galaxy's most prominent explorers, but their personalities, survival instincts, and incredible willpower also make Zabrak well-suited to nearly any adventuring profession.



BODY IMAGE

Now that you know the basics, it's time to get specific. The next few steps let you shape your character's body and features.

Each species has a different set of physical characteristics, mostly in the head area, that you can customize to create a unique look. To begin, however, you'll start with the body, which is the same for each species.

You can alter the Muscle, Height, Weight, and Torso characteristics. Each is self-explanatory; simply use the slider bars to increase or decrease each one. The separate species have some differences in their maximums and minimums. Wookiees can be taller than humans, for example. Play around with the bars until you find a morphology that pleases you.



The body is your first task. Short and fat? Tall and skinny? It's up to you.

Second are the Eyes and Nose. They vary with species, of course, but again you'll have slider bars to choose your preference. You can also make color choices for the Eyes, picking from a palette provided.

Next is the face. This encompasses a lot of pieces, from Age to Jaw to some of the species-specific features, such as the Twi'lek Lekku. Experiment to your heart's content so you can find the perfect face for the character. So many choices means you can create an extremely expressive visage. Plus this screen allows you to choose the skin color. You can choose from a palette with many colors. You get different sets of tones for the different species.



Fine tune Eyes and Nose with these slider bars.



Decide the overall look of your character's face here.

CHARACTER CREATION

There are other decisions to make in regard to your character's appearance. This is where you decide some of the more striking features of the different species. You can get Frills for the Rodians, Horns for the Zabrak, and so on. A large selection of patterns and styles are available, so find one that suits your needs.



Here you can find the right set of fur markings for a Wookiee.

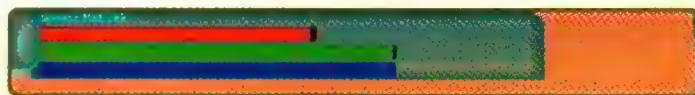
Once you're satisfied with the outward appearance of your character, decide what you want him or her to do.

ATTRIBUTES

All right. Now that you know what your avatar looks like, decide what career path you're going to have them follow. Choosing a profession sets what your attributes will be. To make an informed decision, you first need to know what the attributes are and how they affect your character's abilities.

There are nine attributes: Health, Strength, Constitution, Action, Quickness, Stamina, Mind, Focus, and Willpower. Each one has a numerical value, determined by your species and profession. For example, you could have a Constitution of 500 and a Focus of 900. They all have some bearing on the three status bars in the game that represent your character's well-being.

THE HAM BARS



The red, green, and blue bars are your Health, Action, and Mind gauges, respectively.

Health, Action, and Mind are your Primary Attributes and are always visible on your HUD as red, green, and blue bars in the screen's upper left corner by default; you can move it later if you want. You can also see the HAM bars of other players, some NPCs, and creatures that you might run across. You'll be very interested in the HAM bars during combat. Damage done during a fight is reflected by reductions in the bars. If any one of them is drained, you'll become incapacitated.

NOTE

More detailed descriptions of Damage in Combat can be found in the "Combat" chapter, page 65.

The HAM bar attributes are also used when performing special actions, such as special attacks or using medical skills. Those actions take a toll by draining your HAM bars. But don't worry, you naturally regenerate your energy.

How much energy you spend for those actions and how fast it regenerates is related to the Secondary Attributes. We'll take a look at those now.

SUPPORTING ATTRIBUTES

Each Primary Attribute has two Supporting Attributes. Strength and Constitution back up Health, Quickness and Stamina support Action, and Focus and Willpower are related to the Mind Attribute.

Strength, Quickness, and Focus determine what kind of "burn rate" their Primary Attribute has. In other words, when a character with a high Strength does an action that costs Health points, he loses less Health than a character with a low Strength rating.

Constitution, Stamina, and Willpower affect how quickly a character regenerates the HAM bar energy lost to special actions or in combat. That process is always working, as soon as you lose energy the regeneration starts, even in the middle of a battle. However, if you're not regaining energy as fast as your opponent is taking it away from you, then there's trouble ahead.

STAT MIGRATION

An important point to remember is that the total number of points in your attribute pools is static. The total can differ depending on what species you choose, but after the total is set, it won't change for your character. How those points are distributed at the beginning is different in each species and profession, but the total always remains the same.

Also important is the fact that you never gain more points to add to your attributes. A player who has become a Master Bounty Hunter still has the same point total in her attribute pools that he or she did when he or she was a Novice Scout.

While you can't change the total number, you can change the distribution of points. Let's say you have a Health of 1,100 and an Action of 400. If you want a more robust Action pool at the expense of a slightly lower Health, you can move points from one to the other. While in the game you simply

click on the character sheet icon (or press **Ctrl**+**C**) to call up your character sheet. Look for the Stat Migration button in the lower part and click on it.

Once there, use the slider bars to lower your Health, then add those points to your Action attribute.

The change is not instantaneous. It takes a very long time for the points to reallocate themselves, but it will happen. In this way, you can fine-tune your attributes to your liking, or even alter them radically.

TIP

Right after you create a character and before you decide what planet you'll start on, you have the opportunity to make instant stat migrations. This gives you the chance to move around those points without delay. After that, however, any changes take a long time to complete.



This is the Stat Migration screen. Use the slider bars to decrease one attribute, then add those points to another attribute.

PROFESSIONS

Now that you understand the attributes in **Star Wars Galaxies**, you can choose your starting profession. There are six professions to begin with. These are the base professions, and they represent a variety of interests. From these six starting points you can build up into the Elite and Hybrid professions, which are more specialized.

CHARACTER CREATION

NOTE

You can find brief descriptions of what type of playing style is suited to each profession in the "New Player Introduction" chapter on page 5

Each species has some bonuses or penalties with certain careers. Plus, the species you choose impacts how the attribute points are distributed for each career.

The hard numbers for all the professions (how attribute points are divided, what bonuses and penalties there are) are discussed in detail later in this guide. Here we'll give you the description of each of the six starting careers. Make sure you consult the "Professions" chapter of this guide before choosing your career.

NOTE

The "Professions" chapter begins on page 105. It gives more in-depth analysis of the starting professions and how each species' attributes fare in each.

TIP

The starting profession you choose is not set in stone. The fluid mechanics of **Star Wars Galaxies** make it possible to start as a Scout, then abandon that line of work to pursue another career, such as Entertainer, without creating a new character!

Here we list the in-game descriptions of each of the six starting professions. Go over these to find out what suits you best.

SCOUT



A Scout is proficient at exploring and surviving in dangerous environments. A Scout has a wide variety of skills and can evolve in dramatic ways: A Scout can become a Ranger, Squad Leader, or

Creature Handler, but she can also become a Bio-Engineer. If you're interested in exploring, the Scout is a good choice as your starting profession.

MEDIC



The Medic is a critical component of any squad and is vital to a group engaged in combat. Medics can heal combat injuries, allowing others to continue the fight. Medics can evolve into

Doctors, or combine their medical skills with the skills of a Marksman to become a Combat Medic better-suited to service on the front-lines of larger battles. If you enjoy helping others and want to be a necessary part of any group, choose the Medic.

MARKSMAN



A Marksman relies on the use of ranged weapons in combat. He can become a specialist with rifles, pistols, and carbines, or eventually evolve into a Bounty Hunter, Commando,

Smuggler, or Combat Medic. If you want to run around blasting enemies, the Marksman might be for you.

ENTERTAINER



The Entertainer is a valuable component of the **Star Wars Galaxies** social landscape. Entertainers interact with virtually all other players, by providing necessary healing services and using skills to change

the appearance of other characters. Entertainers can specialize as Dancers, Musicians, or Image Designers. If you want to meet a lot of other people online and become an integral part of the social scene, the Entertainer profession is your calling.

BRAWLER



A Brawler is a skilled hand-to-hand combatant that can specialize in unarmed combat or the use of polearms, one-handed weapons, or two-handed weapons. When combined with a Marksman's

abilities, the Brawler can become a Bounty Hunter, Commando, or Smuggler. If you want access to a wide range of melee weapons and special moves, and think that going toe-to-toe with enemies sounds fun, then choose the Brawler profession.

ARTISAN



The Artisan is the starting point for aspiring merchants and crafters. A novice Artisan can study engineering, domestic arts, business, and resource surveying. These skills give the Artisan the ability to

create and market the items that form the basis for the **Star Wars Galaxies** economy. This is a good starting profession if you like to turn a profit. Artisans that study engineering can continue on to become Weaponsmiths, Armorsmiths, Architects, or Droid Engineers. Artisans that study domestic arts can become Tailors or Chefs. Artisans that study business focus on the process of creating and managing a store, allowing them to become Merchants.

CHARACTER CREATION

CHARACTER SUMMARY

After picking the profession that's right for you, you can flesh out some final details. The next screen allows you to pick a name and give some background.



You're almost in. After this screen your character is finished.

First off, you need to choose a name. You can give your character one name or two, as you like. However, you can't choose just any name. This is a *Star Wars* game and the designers want it to be as immersive an experience as possible. Following naming conventions is part of that immersion, so think of something that sounds like a plausible name for the *Star Wars* universe.

Now, we all know several dozen names of notable characters that have appeared in the movies, books, and games. Those names are off limits. Don't try to call your character "Han Solo;" you'll be asked to change it. Sure, there may be another Han Solo somewhere in the whole wide galaxy, but let's not confuse things.

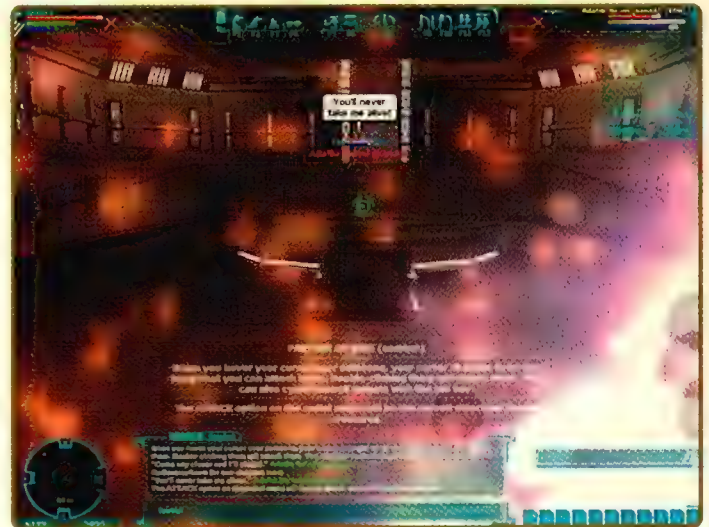
Plus, sound alike names are not going to pass muster. Technically "Luuuke Skywalker" isn't the same name but it just won't fly.

Obscenities (and sound alike) are also not allowed. Use your common sense when picking a name. Give it some *Star Wars* flavor.

If you're stumped you can always hit the "Generate a Name" button. You can try it as many times as you like until it comes up with one that suits your character.

Under the name section you see a blank slate for your character's bio. This is optional. You don't have to fill it in if you're not inspired. You may not even have a clear idea of what your character's history is. No worries, though, you can fill this in later on, after having a few adventures worth writing about.

Finally, notice the check box that says "Show New Player Tutorial." If you keep it unchecked you'll skip the tutorial and head for the travel terminal. However, assuming you've never played **Star Wars Galaxies** before, check it and play through the training segment to get used to some of the controls. You may learn something valuable.



The New Player Tutorial teaches you several useful things, such as how to work the combat system.

NOTE

We won't take you through the Tutorial in this guide. It's a step-by-step process all by itself.

WHERE WILL YOU GO?



The only decision left is what planet you want to start on. The arid deserts of Tatooine? The lush hills of Naboo? You have five planets to choose from. Some of them are harsher than others. Tatooine or Naboo are good starting points. They were the first planets to be fleshed out in the programming and you'll most likely find a good number of players on either. Corellia is also a good starting place. It's a large planet with well-developed cities for you to visit. The two smaller choices, Talus and Rori, are excellent for those who like things to be less crowded. If you're into soloing, Talus and Rori are good jumping off points.

STARTING PLANETS

PLANET NAME	TERRAIN TYPE
Tatooine	Desert, canyons
Naboo	Mountains, swamps, grassland
Corellia	Forest, fields, ocean
Talus	Forest, ocean
Rori	Swamps, grassland

Any of the starting five will have the adventure you need. You can travel between the planets with ease (if you have the credits), so this starting choice won't lock you in to any one place.

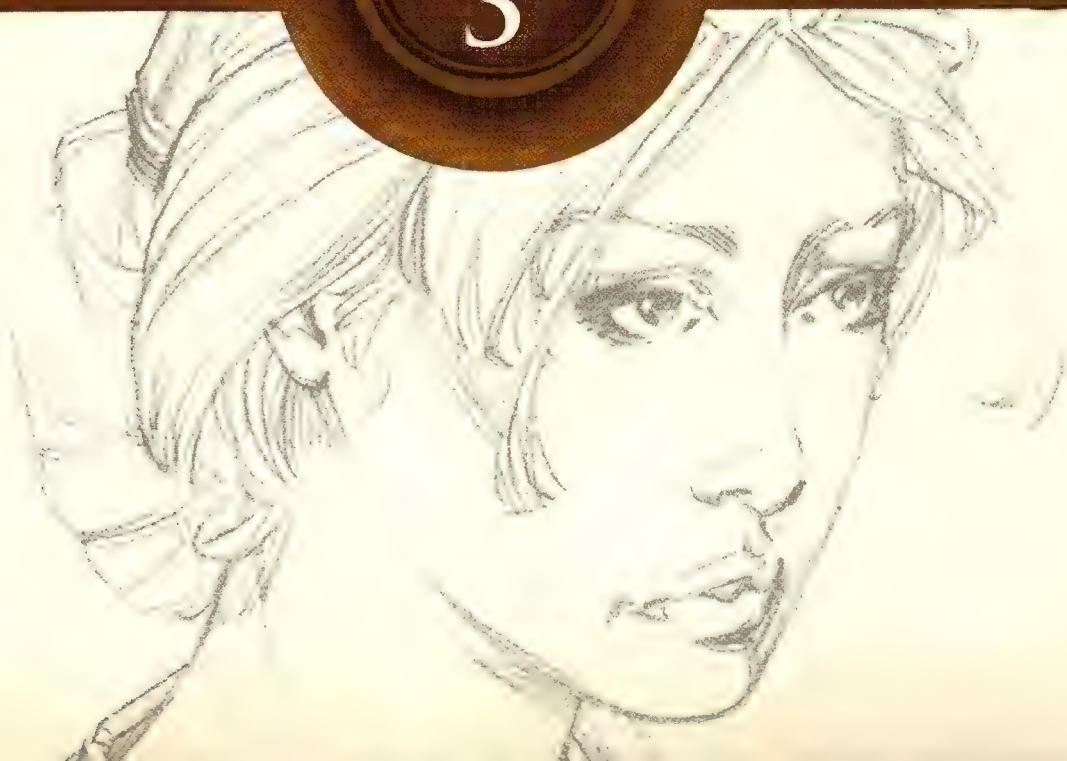
Good luck, and may the Force be with you.



INTERACTION IN *STAR WARS GALAXIES*

CHAPTER

3



Star Wars Galaxies is an immersive experience. You must be able to interact with many things on many different levels, from simple chatting to using objects, combating creatures, traveling, crafting items, and so on.

To do all this, the game has a sophisticated set of controls. This chapter details several of the features that let you get the most out of the game.

THE HUD (HEADS UP DISPLAY)

You can access all the controls for all the game's features from the HUD. It's made up of windows and buttons ringing the play screen. This is your command center, with readouts of important information and controls for all your functions.

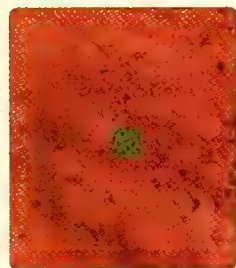
Here's the most important and basic piece of information you need about the HUD: The **[Alt]** key toggles between your targeting reticle and the pointer that accesses the HUD buttons.

The reticle appears as a green, circular symbol centered on your play screen. It's controlled with your mouse and used to bring up your radial menu (more on that later) and to direct your character as you move around.



The pointer. It is a dear friend.

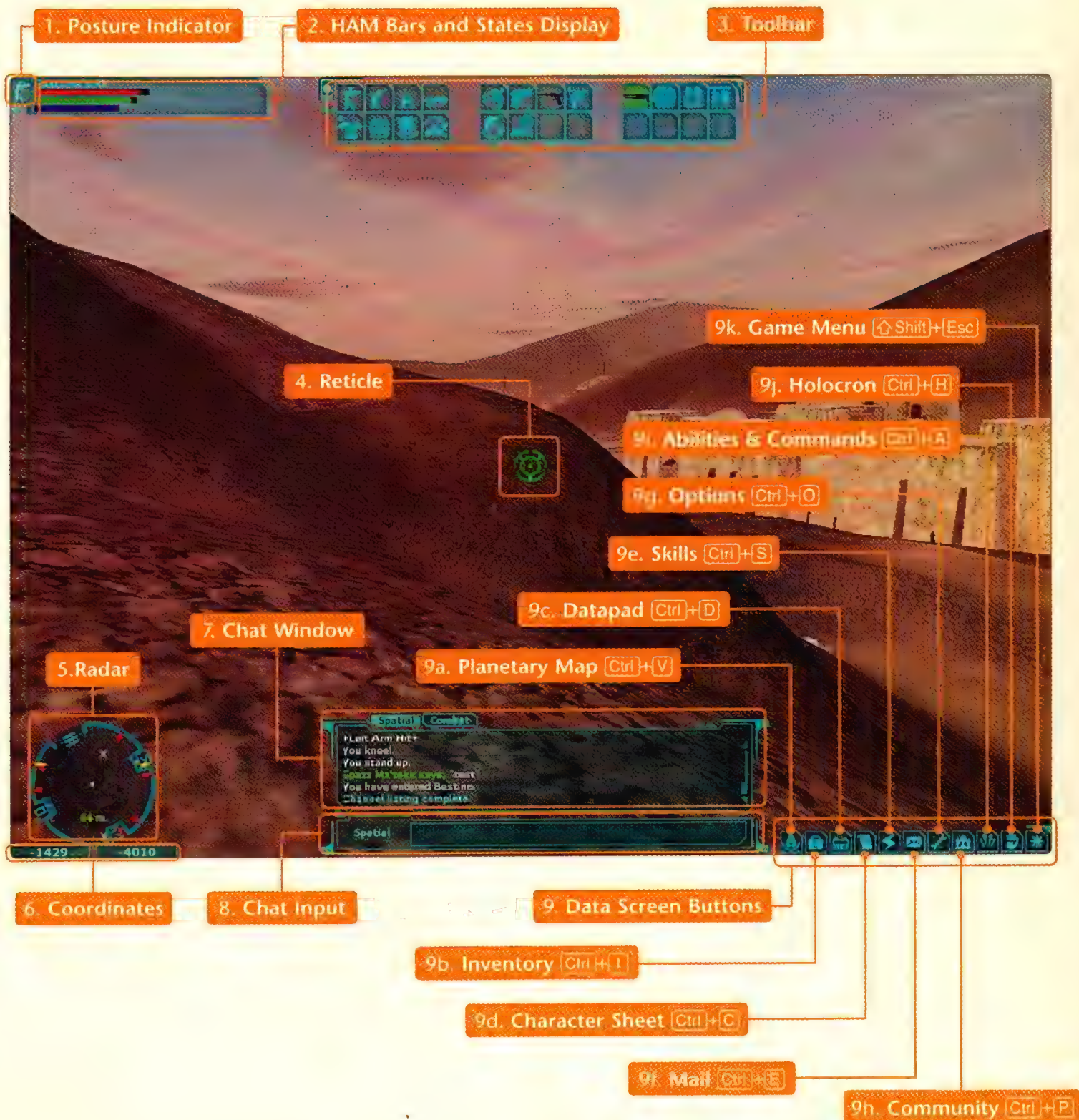
After a time, pressing **[Alt]** to access the HUD becomes second nature, but it can stymie some people when they first start playing.



The targeting reticle.

Press **[Alt]** and the reticle turns into the yellow, arrow-shaped pointer. This moves freely across the screen. Use it to press the HUD's buttons and manipulate the windows.

INTERACTION IN STAR WARS GALAXIES



1. Posture Indicator

This tells you whether your character is standing, kneeling, sitting, or lying prone.

2. HAM Bars and States Display

Here are your Health/Action/Mind bars, as discussed in the "Character Creation" chapter. Your character's state is shown to the right of the bars. If an opponent makes you dizzy or stunned, or if you go berserk, then that symbol shows up in the states display. All the states are listed in the table below.

SPECIES ATTRIBUTE BONUSES



SYMBOL	STATE NAME
	Aggressive
	Aiming
	Alert
	At Peace (stop fighting)
	Berserk
	Blinded
	Dizzy
	Evading
	Immobilized
	In Combat
	Incapacitated
	Intimidated
	Rallied
	Stunned
	Taking Cover
	Tumbling

CHARACTER STATES

NOTE

Detailed explanations of the states are in the "Combat" chapter.

3. Toolbar

Put commands and special abilities in the toolbar so you can use them with a quick keystroke. Several of them are set up as defaults, such as **F1**–**F4** for your postures, but you can change them by using the pointer to click and drag the icon to another slot, or simply right click and choose "Remove".

You can also drag items to the toolbar slots. To quickly switch weapons, open your inventory, click on a weapon, and drag it to an open slot. Now when you press that function key, your character equips that weapon. The same can be done with stimpacks or tools or anything else you can "Use."

Finally, there are four sets of toolbar slots. Press **Ctrl**+**Tab** while in pointer mode to flip through the slots. You can also use the pointer to drag the bottom of the toolbar down so you have two rows showing. If you place commands in that second row you must use **Shift**+**F1** to use those commands.



A double row of commands. Use **Shift** to access commands on the bottom row.

4. Reticle

The reticle is your targeting device. Use it to access the radial menu (discussed later in this chapter) and guide your character as you move. It is controlled by your mouse.

INTERACTION IN STAR WARS GALAXIES

5. Radar

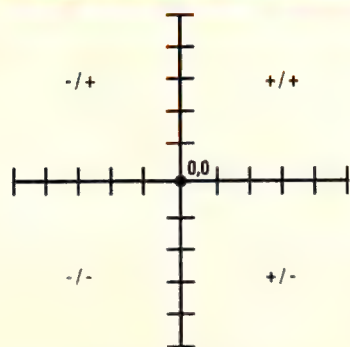
The radar gives you information about your surroundings. The default radius is 64 meters, but it can be adjusted to cover a radius from 32 meters to 1,024 meters. The dot in the middle is always your character. You see various dots and pointers and arrows on your radar. Pointers are basic arrowhead shapes, the arrows have an arrowhead and a shaft. Yellow dots/pointers can also be NPC's. When something is out of the radar's radius, but still within range of its sensors, it shows up as a pointer or arrow along the circle's edge. When it's within the radius' range, it turns into a dot, triangle, or square.

Refer to the table below to figure out what's what.

RADAR SYMBOLS

COLOR AND SHAPE	INDICATES
Central White Dot	Your Character
Red Pointer or Dot	Potential Opponent
Yellow Pointer or Square	Lair
Blue Arrow or Triangle	Waypoint
Orange Arrow or Triangle	Mission Waypoint
White Pointer or Dot	NPCs
White Pointer or Square	Interactive Objects (terminals, etc.)
White Arrow or Triangle	Assignment Waypoint
Blue Pointer or Dot	Player Character
Gray "X"	Corpse

6. Coordinates



These two bars show the X and Y coordinates for your character. The left bar is for east/west coordinates and the right bar is for north/south. The very center of any world map is at 0,0. Travel east and the left bar

goes into negative numbers; go west and the numbers become positive. Travel north and the right bar

counts into positive numbers; go south and it slides negative. For example, if your coordinates read -1500, -3598, then you're in the planet's southeast quadrant. This location system can be very important for finding friends, landmarks, good hunting areas, mining spots, and myriad other things.

7. Chat Window

This window shows messages, commands, and chat as they happen around you. The tabs on the window's top are the chat channels; swap between them to control what you see. Spatial, the default tab, shows everything within a tight radius around you. If someone behind you says something, it pops up on your chat window. Click the Combat tab to see only messages pertaining to battles. If you're in a group, you can go into a group chat window, filtering out all chatter except that made by your group-mates.

The chat window is a very important piece of interactive equipment. Just about everything that happens to your character is documented on that screen. You can scroll through the messages with the bar on the right of the screen.

More on the chat channels can be found later in this chapter.

8. Chat Input

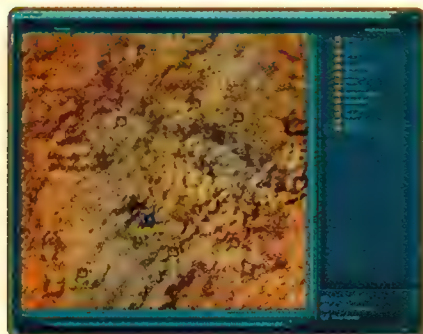
This slim bar under the chat window is where you can type in chat or commands. Simply begin typing and it shows up in the chat input window. When you're using commands, put in a forward slash first. For example, to use the find command, type "/find" to start.

9. Data Screen Buttons

Access these buttons with the pointer (press **Alt** to turn the reticle into the pointer, as discussed earlier in this section). They bring up various screens of vital information. You can also use the quick-key strokes to bring up the screens.

Here we'll show you the first window that pops up for each button.

9a. Planetary Map



Ctrl+V

The planetary map is full of location information. You can find cities, specific buildings, and various other landmarks. It also shows your current

location. You can move the pointer around freely on the map to pinpoint specific coordinates. If you need a waypoint to a spot, right click on that area and then choose "Set Waypoint." You can then activate and deactivate the waypoint in your datapad.

More information on waypoints can be found later in this chapter's "Waypoints" section.

9b. Inventory



Ctrl+I

Your Inventory screen shows your character's items. Use the radial menu to "Drop" or "Destroy" items, thus

making more room, or to "Use" them, such as crafting tools and medicine. A meter shows how full your inventory is, and two slots show how much cash you have on hand and how many cred-its you have in the bank.

9c. Datapad



Ctrl+D

Waypoints and schematics are held in your datapad. The waypoint is an extremely useful feature and you'll get to know it well.

Schematics for items and deeds you can craft are also kept in your datapad. You can trade or sell these to other characters.

More detailed information on waypoints can be found in the "Waypoints" section.

9d. Character Sheet



Ctrl+C

To look at your character's general well-being, bring up the character sheet. Here you see how many Battle Fatigue points you have accumulated as well as how many wounds you've sustained in battle. Also your food and drink monitors are here.

You can monitor your faction standings in the Character Sheet screen as well. Are you leaning toward Imperial or Rebel?

Click on the "Status" tab at the top to find more info on your character. Things like marital status, your home bank's location, or how long you've been playing Galaxies are all listed here. You can also create your character's bio if you want to keep track of your adventures or give yourself an exciting past.

Finally, you can see the "Stat Migration" button. Click it to adjust your attribute points. More information on stat migration can be found in the "Professions" chapter.

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9e. Skills



[Ctrl]+[S] The Skills screen is where you can check on your character's advancement. This window keeps track of all the experience points you've earned, plus it holds data on all the skill trees for all the professions in the game.

You can check on the skill trees that your character is currently climbing. Boxes for skills that you have acquired are green, while ones you haven't gotten yet are light blue. Click on a skill box to see the skill mods (modifiers), abilities, and commands that skill will give you. Hold the pointer over a skill box to see a description and the number of experience points needed for that skill.

To the left you see your current experience point totals and the total number of mods you have (pluses to accuracy, crafting, etc.).

In addition, you can keep track of how many skill points you've spent on your skills and how many you have left. More information on the use of skill points can be found in the "Professions" chapter.

If you check the "Show Experience Monitor" box, a static window appears above the data screen buttons. This box is a meter that tracks your experience points. Set it to a specific skill and it shows you how close you are to acquiring that skill.

9f. Mail

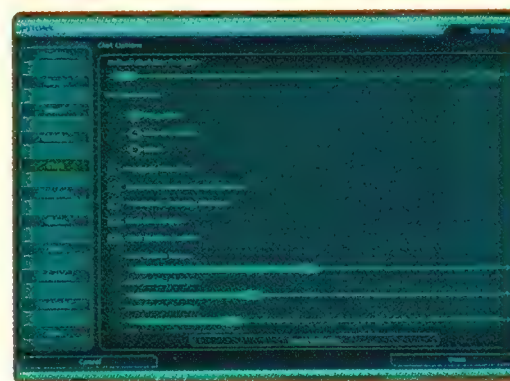


[Ctrl]+[E]

Simple enough, this is the in-game email system. You can send messages to any other character, so long as you know his or her first name. You

can send someone mail even if he or she isn't online at the time. You can also mail waypoints if necessary.

9g. Options



[Ctrl]+[O]

You can customize this game in the Options screen.

Everything from graphics to your chat options

can be tweaked in this window. The buttons along the left side lead to another window with a raft of choices and slider bars to optimize your playing experience. Take some time to familiarize yourself with the various options.

9h. Community



Ctrl+P

The Community screen allows you to control several facets of your interaction with other player characters. The primary screen allows you to enter information about the real you (not

your character) and info about what kind of person you would like to meet and be friends with (in the real world). You are then notified when someone who matches your criteria is nearby. Presto! You can meet people without leaving the house.

You can also enter the character names of friends and people you'd rather ignore. The Community system can truly enhance your enjoyment of the game, letting you find like-minded people within the game world and perhaps helping you create friendships beyond the bounds of the computer.

If you didn't write a biography for your character at the beginning (or if you want to change other information) click on the Character tab at the top of the Community screen. Once there, you can add a life story to your character or monkey with other features.



9i. Abilities & Commands



Ctrl+A

The Abilities & Commands screen is where you find icons for all the different actions you can take. Both combat moves and social gestures are found in this area. Each one has its own icon that you can drag into the toolbar. We suggest using the toolbar for your combat commands. That way

your special moves are a keystroke away.

This screen is also where you can create macros (a way of simplifying a string of actions or commands). If you wanted a single keystroke to make your character sit down, clap, and say "Let's hear it for the musicians!" you can create a macro to do that.

Click on the Macro tab and then press the "New Macro" button at the bottom. To program a macro you need to type in the commands, in the order you want them to be taken, and separate them with a semi-colon.

So, for the example given above you would type in:

/sit;

/clap;

Let's hear it for the musicians!

The first command sits your avatar down, the second makes you applaud, and the third bit is the phrase you say after sitting and clapping.

If you want to pause between actions in a macro, then use the **/pause #** command in between the actions. Going back to our earlier example, if you

INTERACTION IN STAR WARS GALAXIES

created a macro with the following commands:

/sit;

/pause 10;

/clap;

/pause 5;

Let's hear it for the musicians!

When you activated that macro your character would sit down, wait for ten seconds, then clap. Then you'd pause for five more seconds before saying "Let's hear it for the musicians!"

You can use macros for combat as well. The strings of commands you can create are limitless.

9h. Holocron



(Ctrl)+[H]

Your holocron is a help menu. It can take you through many subjects to orient you to how **Galaxies** works. You can also access

the Knowledge Base to help you out of a confusing situation. As a last resort you can contact support techs from the holocron. It may take some time for them to get back to you, so try to get the answer to your question from other players before sending a message to customer service.

9k. Game Menu



(Shift)+[Esc]

The game menu is very simple. It contains two buttons: one to exit the game, the other to "Resume Play" in case you accidentally pressed the button and don't want to leave yet.

THE RADIAL MENU

The most frequently used tool to interact with your environment is the radial menu. Part targeting system, part social director, part tool, the radial menu is a context sensitive system that changes as the situation changes.

Before getting into the details of what it does, let's look at how it works. It's a simple concept. Just place your reticle over an object, creature, or character, then press and hold the left mouse button. The green reticle changes into the blue radial menu.



The radial menu as seen over another player character.



Another character with another radial menu. Notice that the choices are different.

TIP

Alternately, you can press **(Tab)** to target the nearest creature/player, then press **(~)** to bring up the radial menu. This works very well when you're trying to lock onto a moving target.

After you get the radial menu up, several boxes spring out around it, showing you what actions you can take. If you target an NPC that can talk to you, the choices are "Converse" and "Examine." If your target is a dispenser, your choices are "Use" and "Examine."

TIP

When using the radial menu, hold a moment before picking your choice. Sometimes other choices (such as "Extract Resources") appear after a second of waiting.

That's what's meant by context sensitive. Depending on what you target, your choices from the radial menu will vary. When it comes to player characters, the choices you get are dependent on location, your skills, whether or not you're grouped, and so on. So, let's say you're a Medic in a hospital with a wounded Medic friend nearby who's got lower skills than you do and is a member of a group you started. If you target that friend, your choices from the radial menu include examining her, healing her, kicking her from the group, trading with her, or teaching her.

More information on how to use the radial menu during fights can be found in the "Combat" chapter.

TIP

Some of the actions you can take with the radial menu can also be done with commands typed into the chat input window. For example, you can target a creature and type `/attack` to start a fight.

CHAT CHANNELS AND COMMANDS

The depth of the chat system may not be apparent at first. Some of this information won't make too much sense until you become familiar with chatting in the game. Don't become discouraged if this is a bit overwhelming. We suggest you stay with the chat channels you're given to begin with. As you get comfortable with the game, you can appreciate the various modifications you can make to your chat window.

CHAT CHANNELS



Use the tabs on top of the chat window to decide which channel you see in the window itself. The channels act as filters—you can pick and choose what comes through to your chat window by picking the appropriate tab.

You can change what shows up on that channel by double clicking on a tab or holding the right mouse button on it. With the right mouse button you can also create a new channel.

Choose "Add Tab" and a new one show up, then double click on it to bring up the options. You then can customize what information that tab shows.



Multiple chat windows for monitoring different channels.

You can also see several channels at once. That way you can, for example, simultaneously view a private channel and the combat channel. To create

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the other chat windows, use the **[Alt]** pointer, click and hold on a tab, and pull it away from the existing chat window.

TIP

You can increase chat font size using **[Ctrl]+>** and **[Ctrl]+<**.

Creating a private channel is like creating a private chat room. You can moderate the channel so that only specific people can use it. This is helpful if you have friends online and want to exchange private words with them. Or if you create a Player Association you'll most likely want a private channel for members to use for dissemination of news and information.

COMMANDS

Socializing in the game is more fun if you familiarize yourself with the chat commands available. You can set your character's overall mood, change the type of chat bubble that appears over your character, and trigger character animations that go with your conversation.

For example, if you wanted your character to seem bored, simply type `/mood bored` and your chat will reflect the mood.

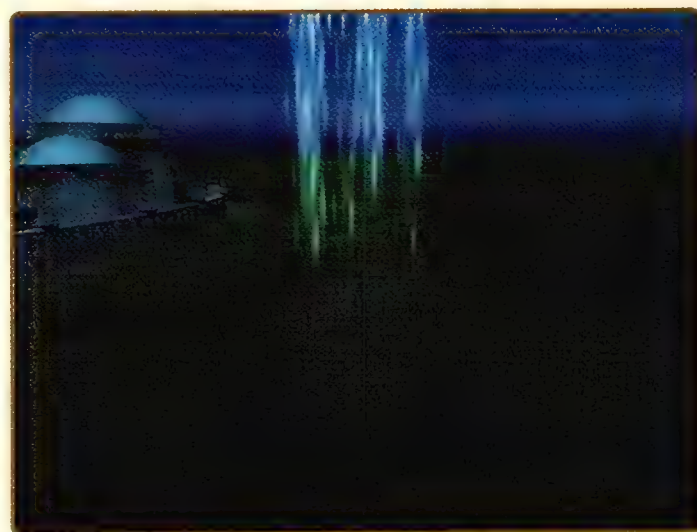
A full list of all the commands available can be found in the Appendix of this guide.

WAYPOINTS

Waypoints are a very useful tool. Planets are big places and it's easy to get turned around in the heat of battle or while making a long trek across uneven terrain. Waypoints are beacons that keep you oriented and on the right path.

If you set an active waypoint in Theed, for example, and then range about in the wilderness hunting and exploring, the waypoint shows up on your main screen and on your radar as a light blue

arrow, pointing the way back to Theed. When you're close enough, the waypoint appears as a column of glowing blue light reaching into the sky.

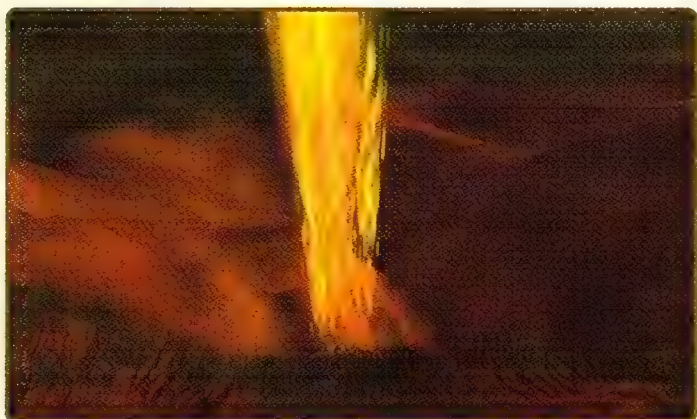


A simple waypoint, blue and glowing, to lead you back.

To set a waypoint, access your datapad (**[Ctrl]+D**) and click on the "New Waypoint" button. In the window at the right of your datapad, a picture of the planet you're on appears with the planet's name under it. So, if you were in Theed and made a new waypoint, a picture of Naboo would appear with "Naboo" written underneath.

Double click on the picture of the planet and a shaft of light appears exactly where your character is standing. Right click on the planet picture to rename the waypoint (such as "Theed" in our example). Right click and choose "Destroy" to get rid of a waypoint.

You'll come across other waypoints as you play. Accepting a mission creates an orange waypoint. A mission given to you in a theme park shows up as a white waypoint. They all work the same way as normal waypoints and can be accessed in your datapad.



An orange shaft of light is a mission waypoint.

You can also create waypoints from the Planetary Map screen. There are several pre-set points for cities, sights, and other locations for each planet on its map. Simply call up the map (**Ctrl**+**V**) and search for the area you want. Right click on it and choose "Create Waypoint." That puts a new waypoint in your datapad for you to activate.

You can also mail waypoints to other players with the in-game email system. This is an easy way to rendezvous with friends or share information on areas rich in creatures or resources.

All in all, the waypoints are one of the most practical systems in the game. You'll find them indispensable.

LANGUAGES

There are several species in **Star Wars Galaxies**. Many of them have languages other than Basic. Your character can learn different languages (or may already know them, depending on what species you pick).

To find out what languages you know, type `/language` in the chat input. A list pops up, letting you see what tongues you can converse in. To switch to another language, type `/language` [LANGUAGE NAME] in the chat input.

If you are around a character who is speaking a tongue your character doesn't understand, you see his or her chat bubble, but it will be full of gibberish. Imagine trying to coordinate tactics with a Wookiee if you can't understand what he's saying. For Wookiees, this can be frustrating but there are options. Using the many emotes can help. You can use the various animations for nodding or shaking your head to answer simple questions. Pointing and jumping can also get people moving in the right direction. Experiment with the various emote commands to come up with simple gestures and signs that convey your meaning.



What is he saying?

TELLS AND SHOUTS

Chat is one of the most used forms of interaction between player characters. There are two aspects to chatting.

A private alternative to chat is the tell command. If you wish to send a quick message to another player without broadcasting it to everyone, type `/tell` in the chat input bar. Then put in a space and type in that character's first name. One more space and then start your message. So, if you want to give a tell to a character named Scales about your health, it would look like this: `/tell Scales I'm hurt badly, but don't let the others know.`

Scales would see the tell in his chat window and no one else would be the wiser.

Another useful aspect to the tell command is that

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you can send instant messages across long distances. Your friend could be across the planet, but if you use a tell, she gets the message in her chat window.

This comes in handy if you see a line of chat but don't know where to find the speaker. If someone shouts out that he's forming a group but you can't find him, check on his name in your chat window and send him a tell asking where they're meeting.

Shouting is another variation of chatting that you'll use from time to time. Start a message in your chat input window with the command `/shout` and your character's message will show up in the chat windows of players in a wider radius than a simple chat message would. This is a great command when you're looking for folks to join a group.

TIP

Don't abuse the shout command. It's annoying.

TRADING

Star Wars Galaxies allows you to swap items with other players. This can be used as a form of barter (items for items) or simple commerce (credits for items). Or perhaps you just want to give someone a present. Here we take you step by step through the trading process.

SAMPLE SECURE TRADE



To begin a trade, use the radial menu to target your intended receiver and choose "Start Trading."

TIP

Alternately you can target your trading partner and type `/trade` in the chat input.



When she agrees to trade, a new window pops up. This is where you load what you're offering and see what she's giving in return. There are two halves to the window, one with your name over it and the other with your trading partner's name.



Open your inventory, then click and drag the items you are trading into your side of the window. You can also type in the number of credits you're trading, if any.

TIP

While the trading window is open you can still chat.



When you see what they've put up for trade, and you've finished filling your side, check the "Accept Trade" box in the upper corner. When your partner has done the same, an "OK" button appears in the bottom right corner. Click it to finish the trade.

TIP

Don't check the "Accept Trade" box or the "OK" button until you are satisfied with the trade.

GROUPING

You should realize two things early on. First, various professions complement each other. Second, there is safety in numbers.

When you go out into the planets, you will encounter some tough creatures. You can fly solo for awhile, but eventually it is much more efficient to hunt in groups. When people band together, the larger creatures fall more easily and do less damage to you over the long run. A dewback isn't going to roll over for a single Scout. But group that Scout with a couple of Marksmen, a Brawler, and a Medic and you can take out herds of the lumbering beasts.

As part of a group, you get maximum experience for minimum effort. This isn't easy, but the payoff in experience points will be worth it.

To start a group, you need only two players. One of them, using the radial menu, invites the other to join a group. You can have up to 20 player characters in a group, though the leader better be a good organizer to keep everyone together.

After you've got your friends together, head out to the hunt. When you spot a target, decide who will "pull" the creature. That person had better be tough, because she usually takes the brunt of the damage. After it's decided, that person initiates combat, bringing the creature to the group. As long as you do some damage to that beast, you get a slice of the experience point pie when it's defeated.



A large group clutters up your HUD, but it's worth the bother.



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When you group, your party members' HAM bars appear underneath yours in the upper left corner. There you can keep track of their general health as well as any states they may be affected by or what posture they're in.

NOTE

More information on grouping's uses during fights can be found in the "Combat" chapter.

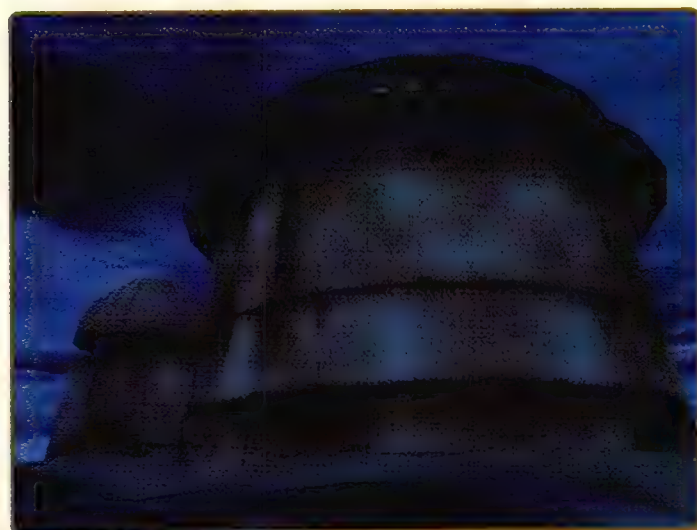
TEACHING

Another important aspect of grouping is teaching. For the Master level in most professions you need Apprenticeship experience. To get them you must teach skills to other player characters.

You can only teach a person while you're grouped with him. So, if he wants a skill in which you can train him, invite him into a group. After the group is formed, use the radial menu and select "Teach."

A screen pops up with the skills you can teach that player. Choose the appropriate one and when he accepts, you get your training experience and he gets a new skill.

THEME PARKS



Jabba's Palace, speaking of hives of scum and villainy.

While not always located in a city proper, the theme parks in **Star Wars Galaxies** bear mentioning in this chapter. The name is a bit misleading, as no rides are involved. However, by completing tasks and carrying out missions for the various inhabitants of a theme park, you can work your way deeper inside. As you go, you accrue larger rewards and see more fantastic sights.

The concept is simple, and we'll use Jabba's Palace as an example. When first you enter Jabba's Palace, you can talk to Reelo Baruk, one of Jabba's lower-level flunkies. He has some jobs he needs done and you're just the scrub to do them.

When you complete all the tasks Reelo lays out for you (mostly seek and destroy or delivery type missions) then he directs you to the next Jabba thug, Ree-Yees. You can do jobs for him, and he sends you along to the next highest person in the palace.

And so it goes until you get directed to talk with Bib Fortuna himself. Complete Bib's tasks efficiently and you're allowed to talk to Jabba's personal protocol droid.



Does this guy look familiar? He's known to hang around Jabba's Palace.

As you progress, the rewards get larger and the jobs get a bit tougher. You can interact with some famous characters and see some familiar places.

PETS, DROIDS, AND UNDERLINGS



It takes some time, but there comes a point when many players have the opportunity to control other creatures or NPCs.

The Creature Handler profession allows for the taming and keeping of pets. You can find wild animals and turn them into docile companions, able to understand commands and even help you in battle.

Other professions, notably the Bounty Hunter, use droids to help carry out tasks. You can use droids to hunt bounties, but it'll cost some credits to get a good mechanical helper.

And if you've got enough faction points (for either Rebel or Imperial) and have declared your allegiance, then you have the option of checking out underlings. These NPC soldiers are very useful on the PvP battlefields.

Dealing with your underlings is very similar from one type to the next. Target the underling and bring up the radial menu. You see several choices of actions and commands you can give.

For example, when training a pet to understand a new command take these steps:



Hold on the "Train" selection and a drop-down menu appears, showing you what you can teach you pet. Let's say you choose "Attack."



Now type in the word that will be your pet's "Attack" command. In this case it's "Gettem."

The radial menu is your major interaction tool for pets and underlings. But after you've set your own commands, you can use the chat input window to send them to your cohorts.



CITY LIFE

CHAPTER 4

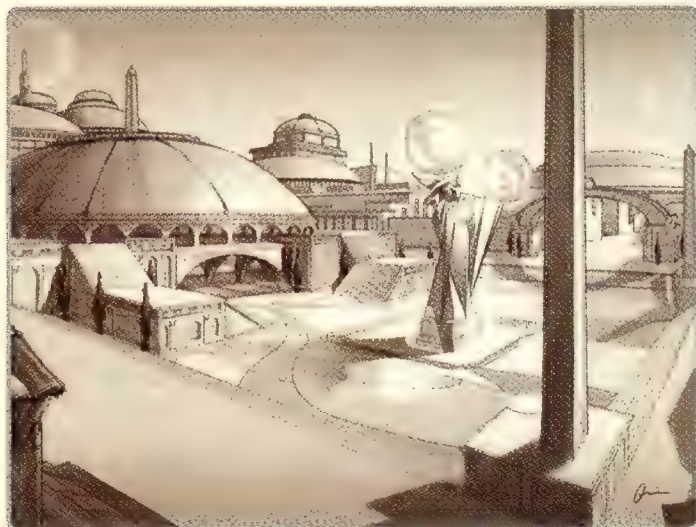


CITY SIGHTS

In a populated galaxy with interstellar travel there's bound to be cities. In **Star Wars Galaxies**, these cities have many features in common, including buildings and services you can use while visiting.

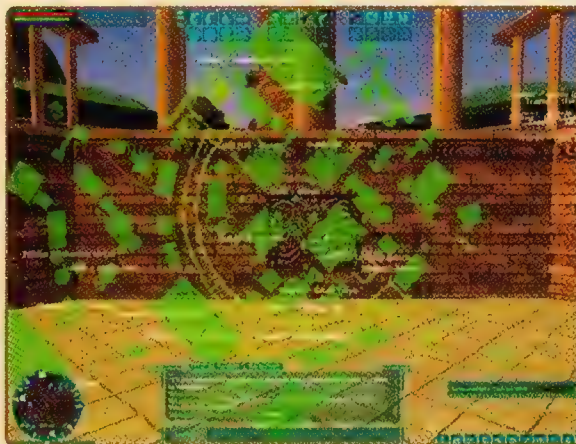
The amenities that a city offers are vital to your health, advancement, and financial success. Some of them are controlled by and dependent on the game programming, so you could use them even if you were the only player in the galaxy. The mission terminals, for instance, can be used by a solo player without input from another real-life player. Other services are usable only with the cooperation of other human players. The auction system of the bazaar terminals depends on players putting up materials and goods for sale and other players who put up credits to buy those items.

Not all settlements and towns have every feature (there's no shuttle port in Tatooine's Wayfar, for example) so check the city maps in this guide when entering a metropolis to see what's offered and where it is.



NOTE

Most of these features can be found in a city either on your in-game map or with the /find command. Press **[Ctrl]+[M]** to get an overlay, top down map of the city you're in. The major buildings are labeled. Use **[Ctrl]+Mousewheel** to zoom in and out of the overlay map. The /find



command is also useful. To find a specific building in a city, type /find [NAME OF BUILDING] in your chat line and press enter. A waypoint is placed at the nearest location. You also can use the /find command to find trainers.

TRAINING

The professions in **Star Wars Galaxies** are like jobs. You have a set of skills that you perform, and as you use those skills you gain experience. Get enough experience and you can boost your skills.

As you climb the ranks of your profession you gain bonuses to existing skills and commands. Often you also get new commands. Raising your skill levels makes your character more powerful. That allows you to range farther afield, hunt larger creatures, and take on tougher opponents.

To advance your skills, no matter what profession you choose, you need help. Someone wiser

and more experienced has to train you in the skills you want to acquire. It can happen two ways.

First, you can find an NPC trainer. These are computer controlled characters whose sole purpose is to teach players new skills. The NPCs are profession specific. That is to say, you find Scout trainers and Marksman trainers and so on. A Scout trainer can't teach you anything other than Scout skills.



This Brawler trainer can't teach Artisans. But if you want to pound something, he's your guy.

These NPC trainers can be found in and around cities and towns. Many can be found outside, usually around other trainers. You can also locate trainers in the different guild houses that are in the larger cities. The Combat Guild, for example, usually houses Brawlers and Marksmen.

You need two things to gain a skill: the correct number of the correct experience points, and credits. Check the "Professions" chapter to find out what type of experience you need for a skill and what it will cost to learn it.

TIP

The "Professions" chapter starts on page 105. There you can find both prices and experience costs for every skill as well as what bonuses you'll receive.

The second way to acquire skills is from a more experienced player. Someone who already has the skill you want to learn can train you. The advantage to this is you can probably get the training for a much cheaper price than the NPC trainers charge. The disadvantage is that it may be difficult to find a player with the specific skill you want to learn.

As with the NPC trainers, you must have the requisite amount and type of experience to learn a skill from another player. Once you find a willing teacher, use the radial menu to start a group with him. Once grouped, he needs to click and hold on you. The radial menu gives him the choice of "Teach."

When he selects "Teach," he gets a list of skills that he can pass on to you. He selects the right skill and you get a message to confirm that you want it. Click on that and bang, you've gained new knowledge.



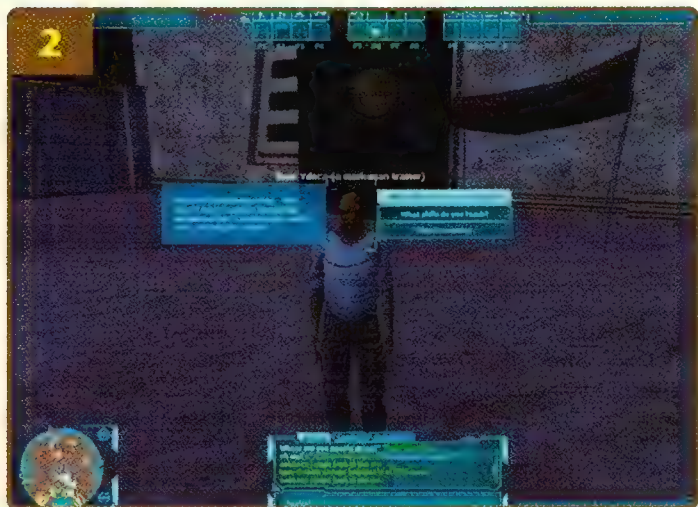
When teaching a skill to another player, select "Teach" from the radial menu and you see this list. It shows what skills your student is ready to learn.

SAMPLE TRAINING

Here we take you step by step through the training process with an NPC trainer.



First approach one and use the radial menu. Choose the "Converse" command and start a conversation.



You get three choices: "What skills can I learn right now?" "What skills do you teach?" And "Stop conversing." We'll assume you know what you want to learn, so choose "What skills can I learn right now?"



You get a list of the skills you can learn from that trainer. Sometimes it's more than one. If you made a mistake simply choose "Can we start again?"



Click on the skill you want. Provided you have the cash in your bank account, you get trained instantly. Just like that, you've gained a new skill and all the bonuses that come along with it.

MISSION TERMINALS



Got nothing to do? Tired of simply hunting randomly in the wilderness? Need some extra credits to get that fancy pair of pants you saw in a shop? Then you, my friend, need to visit the mission terminal.

Find these podiums with orange screens around just about every city and town. Target them with your radial menu and select "Use." You can then choose from two types of missions: delivery or destroy.

Delivery missions are just as they sound. You must pick up something from an NPC and then deliver it to another NPC. Often you have to traverse great distances to complete the mission. In fact, it may be worthwhile to spend credits on a shuttle ticket to get to your drop-off point. You can run between points, but that can be dangerous because of creatures along the way. Usually the payment for a delivery mission more than covers the cost of a shuttle ticket.

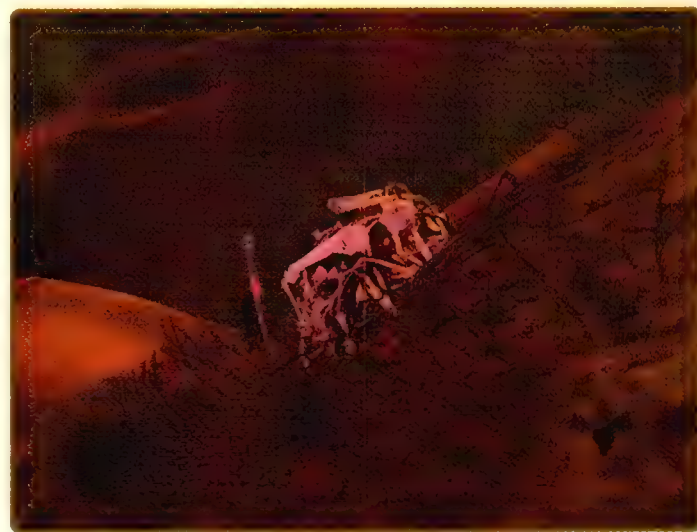
When you first accept a delivery mission, you get an orange waypoint to the first person, who gives you the package to deliver. Once you make the pick-up, another orange waypoint appears leading you to the drop-off.

Destroy missions are also self-explanatory. Accepting a destroy mission means you have to go out and wreak havoc on a structure: either a creature's lair or a small structure built by some humanoids. Expect the target to be guarded. You have to deal with whatever beings are attached to the structure before pounding it to dust. Plus, lairs have a nasty habit of spawning defenders as you try to break

them down. If that happens, switch your attack to the new creatures. Wipe them out before getting back to work on the structure. Finally, as you complete the demolition, there's a chance of a larger, stronger guardian popping up to take some swipes at you, so be wary.

TIP

If you're looking for Scouting experience, destroy missions are a good deal. Make sure you get one for clearing out a creature lair. Then you can extract resources from the guardians for Scout experience and get paid for the job. Plus you can hunt on your way to and from the lair.



When you accept a mission you're given an orange waypoint leading you to the target. Here you see a lair ready for razing.

If something goes wrong, you forget what the mission is, or you decide you're not in the mood anymore, check your datapad for the information. You can read the mission briefing, deactivate the waypoint, or even abort the mission altogether. There's no penalty for canceling a job.

BOUNTY HUNTER MISSIONS



When you reach the exalted profession of Bounty Hunter (it'll take awhile, trust us) you can take on the lucrative missions offered by the Bounty Hunter mission terminals. The big difference between these and the regular missions is that you don't get a convenient waypoint.



You need to buy a droid to track down your target. Once it finds the mark, it sends you a waypoint. However, the target could move before you get there. No one said this job was easy.

NPCs

TIP

Some NPCs give out missions. Use the radial menu to strike up a conversation and see if they need some work done.

NPCs, non-player characters, populate many of the areas in **Star Wars Galaxies**. These characters,



controlled by the game program, wander around to give the cities a lived-in feel and to provide some services for players. We've already talked about the NPC trainers, but you should be aware of other NPCs.

NPCs IN MOTION



Several individuals parade around the metropolises. Some are in a hurry, others stroll or patrol. These NPCs aren't very interesting. They may say hello, or bark an order at you, but on the whole they just mind their own business and won't hold a conversation with you.

STATIONARY NPCs



Other NPCs don't move from their spot. You always find them waiting or gabbing in the same area. They may not be the exact same each time (names and species change) but you always find an NPC in certain spots.

NPC trainers are a good example of this. You always find them in the same place. You also may

encounter other types of NPCs, such as nobles, who stick around. Try using the radial menu to strike up a conversation with some of them. It may not always work, but now and again you find one (a noble, perhaps) who has something she needs done. They give you missions similar to those you'll find at the mission terminals.

NOTE

Some NPCs are found in the wilderness. Look for camps and other structures with several non-player characters hanging around. Try to begin a conversation with them to see if they need anything done.

Sometimes these missions earn you a badge.



These folks need some help.

Other stationary NPCs are recruiters for different factions or simply folk hanging around. Take the time to get to know the inhabitants of the cities you frequent, as there are some interesting beings out there.

BANKING



Credits make the solar systems spin. Plus it's nice to have a safe place to put things. Banks are your repositories for cash and items that you don't want to lug around on your character's body.

When you finish a mission, your reward is deposited directly into your bank account. When you pay for services such as cloning, the price is deducted directly from your account. Why is this so convenient? The main reason is that if you carry all your credits around with you, and then get killed by a particularly vicious creature, all your money is still on your corpse.

That means you can't buy another weapon (if you didn't insure it) to protect yourself as you try to return to your corpse and retrieve your stuff. So, banking is a good idea.

The banking terminals can be found either in a bank structure (in the larger cities) or simply hanging around against a wall (in the smaller settlements). Approach one and target it with the radial menu. You can then choose from a menu of services covering withdrawals, deposits, or the safety deposit box feature.

The safety deposit box can hold items that you don't want to keep in your personal inventory, such as extra weapons, minerals, clothing, anything at all. One thing to remember, however—if you join a bank on one planet you can't access your safety deposit box on a different planet. You can still deposit and withdraw credits, but to get to your box you need to be on the planet where you joined the bank.

Make use of the banks as soon as you can, as they're handy.



TRAVEL

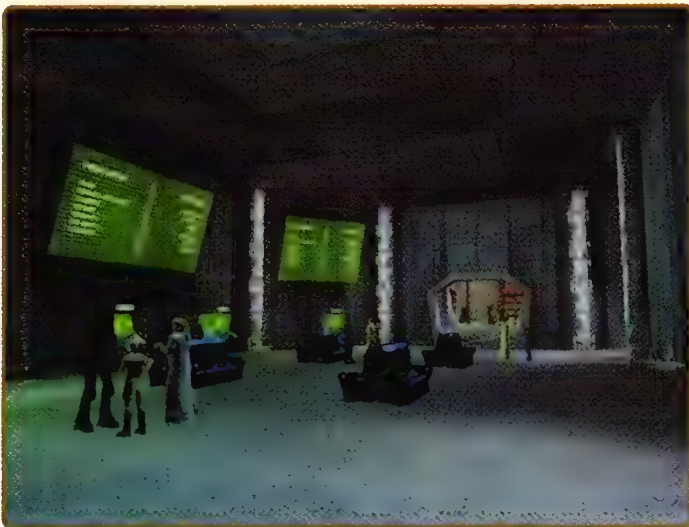


The name of the game is **Star Wars Galaxies**, emphasis on galaxies. That's a lot of ground to cover, and you can't do it all on foot. So how does

a young adventurer get around? Luckily a pretty reliable system of shuttles can take you from city to city and planet to planet.



The smaller shuttle port is good for getting from one city to another on the same planet.



Inside the more advanced spaceport, you can catch a ride to another planet.

There are two types of travel center, the shuttle port and the spaceport. They aren't found in every city. Smaller towns may only have a shuttle port and the smallest settlements don't have either so you have to reach them by vigorous jogging.

TIP

To cut down on time spent running from one town to the next, use the burst run ability (by default it's the F5 key). Your foot speed doubles briefly, so you can cover distance much faster. However, the burst run ability uses some HAM bar energy and doesn't recharge for 10 minutes. So if you've used it, then need it in an emergency, you're in the soup.

The shuttle port is for on-planet travel. Need to get to Mos Espa from Bestine? The shuttle port is your answer.

When you travel to a different planet, use a spaceport. When the lush countryside of Naboo is just too vivid and you want to relax in the barren, ever-so-beige deserts of Tatooine, head to a spaceport.

Of course, this isn't a free service. You need to spend a bit of credit to hop around the galaxy. The prices vary, but expect to pay 750 credits for a trip to another planet and 200 credits for a city-to-city ticket.

To use the shuttle service, first find a shuttle port or spaceport. Within the spaceports (and to one side of the shuttle port) you discover the travel terminal. Use the radial menu to access the terminal and you see a screen with a map of the planet and all its available shuttle locations. Under that map is a button that toggles between the planetary maps (the planet you're on) and the galactic maps (all the planets you can travel to). Under that are two pull-down windows.

The first one is for destination planet. Click on it and choose which planet you'll be traveling to. If you're going to another city on the same planet, then choose the name of the planet you're on. Next is the destination city. You can choose from all the available shuttle stops.

NOTE

You can buy a ticket for interplanetary travel at any travel terminal (even one next to a mere shuttle port). However, you can use it only at a spaceport.



You may need to make a layover on your journey. If you're on Corellia and you want to get to Naboo's moon, Rori, you can't get a direct flight. You have to buy a ticket to Naboo, then buy a second ticket to Rori. It's expensive, so plan ahead. Check the table here to find out what the space routes are:

SPACEPORT SPACE ROUTES

DEPARTING FROM	POSSIBLE DESTINATIONS
----------------	-----------------------

Corellia	Talus
	Dantooine
	Dathomir
	Endor
	Naboo
	Tatooine
	Yavin 4

Dantooine	Corellia
Dathomir	Corellia
Endor	Corellia
	Naboo

Lok	Naboo
	Tatooine

Naboo	Rori
	Endor
	Lok
	Corellia
	Tatooine

Rori	Naboo
------	-------

Talus	Corellia
-------	----------

Tatooine	Corellia
	Naboo
	Lok

Yavin 4	Corellia
---------	----------

If you want to buy a roundtrip ticket, check the "Roundtrip" box. This makes the ticket more expensive, but not as expensive as two one-way tickets. If you know you're coming back, buy roundtrip.

Once you've made all the right choices, click on the "Purchase Ticket" button. Wait for a message that tells you you've successfully bought your ticket, then press "Exit."

Now you have a shuttle to catch. Find the ticket collector, a silver protocol droid who lets you know when the next shuttle is arriving and takes your ticket when it's time.

At the shuttle ports, the ticket collector is to the left of the travel terminal. In the spaceports you have to walk deeper into the complex,

through a long hallway, until you come to the outdoor launchpad. You find the ticket collector there.



Use the radial menu to get the shuttle status. The droid tells you how long until the next shuttle arrives. When your ride shows up, use the radial menu again to board the shuttle. You also can go to your inventory and "Use" the ticket to get on.

One loading screen later and you should be at your destination.

CLONING FACILITIES



Accidents happen and mistakes are made. Chances are your character will be bested in combat at some point—probably several times.

However, with cloning technology being as good as it is in **Star Wars Galaxies**, death's sting has been pulled. When you die you can respawn at a cloning facility. You control which facility you spawn at and what equipment your clone has when it spawns.

If you have a favorite city, a place you want to go after you die, head to that city's cloning facility

and find the cloning terminal. Store clone data at that specific facility. Mind you, it costs 100 credits.



The smaller terminals in a cloning facility allow you to store clone data. The bigger terminals are for insurance purposes.

The second service available at the cloning facility is insurance. It may sound like a racket, but it'll save some headaches as you play. Approach the insurance terminal and target it with your radial menu. You see two choices, "Insure All" and "Insurance Menu."

Choose "Insurance Menu" and you see a list of your current inventory with numbers next to each item. Those numbers are what it costs, in credits, to insure that particular item. If you choose "Insure All," you simply insure everything your character is carrying; the price will be hefty.

We suggest insuring just those items that help you get back to your corpse. Your best weapons and armor are at the top of that list. If you do die you can run back immediately after being cloned and loot the items that you left behind.

THE HEALING PROCESS

Now we get into the things you need other players for. At the top of that list is healing damage that your character suffers. The cities offer two buildings that are vital to revitalizing your HAM bars: the cantina and the hospital.

First, understand the different types of damage your characters take. There are three forms of injury in **Star Wars Galaxies**. The first two are represented in your HAM bars.



ATTRIBUTE DAMAGE AND WOUNDS

When you're in perfect health your HAM bars are filled with red, green, and blue. If you're in a fight and take attribute damage, then the color drains out of one or more of your HAM bars, leaving it white. Attribute damage regenerates on its own, so you don't need anyone's help to fix it. How fast it regenerates depends on your Constitution, Stamina, and Willpower attributes.

NOTE

You can take attribute damage without getting into a fight. Special moves and actions take a bite out of your attributes and some, like **tenddamage**, will wound your character.

If you get hit hard, you get wounded. A wound shoves one or more of your HAM bars down, leaving it black. This black damage does not regenerate and needs medical attention to be healed. A wound effectively lowers that attribute. If you have a 500 Health attribute and take a 50 point Health wound, you now have a 450 Health attribute—at least until you get it treated.



A healthy HAM bar is filled with color.



Attribute damage takes a toll. Notice the white areas at the right end of the HAM bars.



Wounds pile up. The black area at the right end of these HAM bars represent damage that needs professional care.

BATTLE FATIGUE

The third form of damage that you can take is Battle Fatigue. When you've been in a nasty fight, your character can be traumatized. The horrors of battle or the stress of struggle can rattle the sanest mind. After a few encounters press **Ctrl+C** to bring up your character sheet. Near the top you see a Battle Fatigue indicator with yellow numbers inside. That's the amount of trauma your character has suffered. The more Battle Fatigue you have, the less effective treatment for attribute damage and wounds will be.

The way to treat Battle Fatigue is by relaxing. Get away from the rough and tumble and enjoy yourself. Perhaps you could listen to music or watch a Dancer.

That brings us to what you can do in the city to heal your character.

NOTE

Find more information on the types of damage you take and how to deal with them in the "Combat" chapter, beginning on page 65.

THE CANTINA



Here's where the healing path begins. Walk into a cantina and you see a buzz of activity: knots of NPCs

talking, chairs for sitting, a bar, and a few player characters dancing and playing music.

Pick an Entertainer and use your radial menu on him or her. If she's playing music, select "Listen." If he's dancing, select "Watch." Then relax and enjoy the show.

Check your character sheet periodically to see if your Battle Fatigue has dried up or not. When it hits zero you're ready for phase two, the hospital.

NOTE

The more experienced an Entertainer is, the faster your Battle Fatigue melts away.



Before you go (and if you have the means) tip the Entertainers who helped you out. Type `/tip [CHARACTER'S FIRST NAME] [AMOUNT]` to slip him or her a few credits. They've done you a service so show your appreciation.

NOTE

If you step into a cantina that is devoid of player characters, you may not be out of luck. Have a seat and wait. Just being in the cantina heals Battle Fatigue, albeit very slowly. Do something else for a while as your character mends.

THE HOSPITAL



The hospital isn't a pretty place, but it's very necessary. Once you've cleared away any Battle Fatigue, find the nearest hospital and have a seat. Often there are many players clamoring for the attention of the player character Medics and Doctors.

You could take on Novice Medic Skills, buy your own medpacs from the medicine dispenser, then heal yourself. If not, you'll have to wait in line.

However, you can do three things to jump ahead in that line. First, you can buy medpacs for yourself at the bazaar and offer them to a Medic in return for immediate healing. That's a bit crass and often the Medics and Doctors just make their own.

Second, you can simply shout that you'll pay an exorbitant fee to any Medic that starts healing you right away. Again, it's crude but gets the job done.

The most elegant way to get preferential treatment is to offer organic material to the Medics. If you

have Scout skills and have been diligently extracting resources from your kills, then you should have a large amount of hide, meat, and bone. Medical professionals use this material to make medicine and gain experience points, but they don't go hunting very often. So, trade them organics for healing and you'll make a friend.

Of course, you could simply wait your turn.



The crowds can get thick in a hospital. You need to find a way to stand out.

As we said before with the Entertainers, before you go (and if you have the means) tip the Medic or Doctor who helped you out. Type `/tip [CHARACTER'S FIRST NAME] [AMOUNT]` to give him or her a financial boost. They've done you a service so show your appreciation.

NOTE

If you step into a hospital that is devoid of player characters, you may not be out of luck. Have a seat and wait. Just being in the hospital heals wounds, albeit *very* slowly. Go do something else for a while as your character heals.

THE BAZAAR TERMINALS



Another feature of the cities that needs other player characters to function is the bazaar. Imagine an auction house that anyone can submit items to so anyone can bid on them, with it all done electronically. It can be a useful financial tool for your character.

The idea is simple. Use the bazaar terminals to sell items or bid on items that other players want to sell. This is a great way to find weapons, armor, and items crafted by master Artisans. Or, if you're an Artisan yourself, you can find components or material for your own creations.

The bazaar terminals link all the planets together in a virtual marketplace where goods can be traded and bought from any point in the galaxy. All it takes is credits.

NOTE

A much more detailed description of how to use the bazaar system can be found on page 90 in the "Economy" chapter.

CRAFTING STATIONS



When you're an Artisan with low skills, the generic crafting tool is enough to build your items. When you gain more skill and earn more complicated schematics you'll find that your abilities have outstripped the small machine. At that point you must turn to the large crafting stations to produce your objects.

The public crafting stations found in most cities give you the power you need. They are not generic, so you have to find a weapons crafting station for weapons, a furniture crafting station for making furniture, and so on.

NOTE

Find more information on crafting in the "Crafting" chapter, page 95.

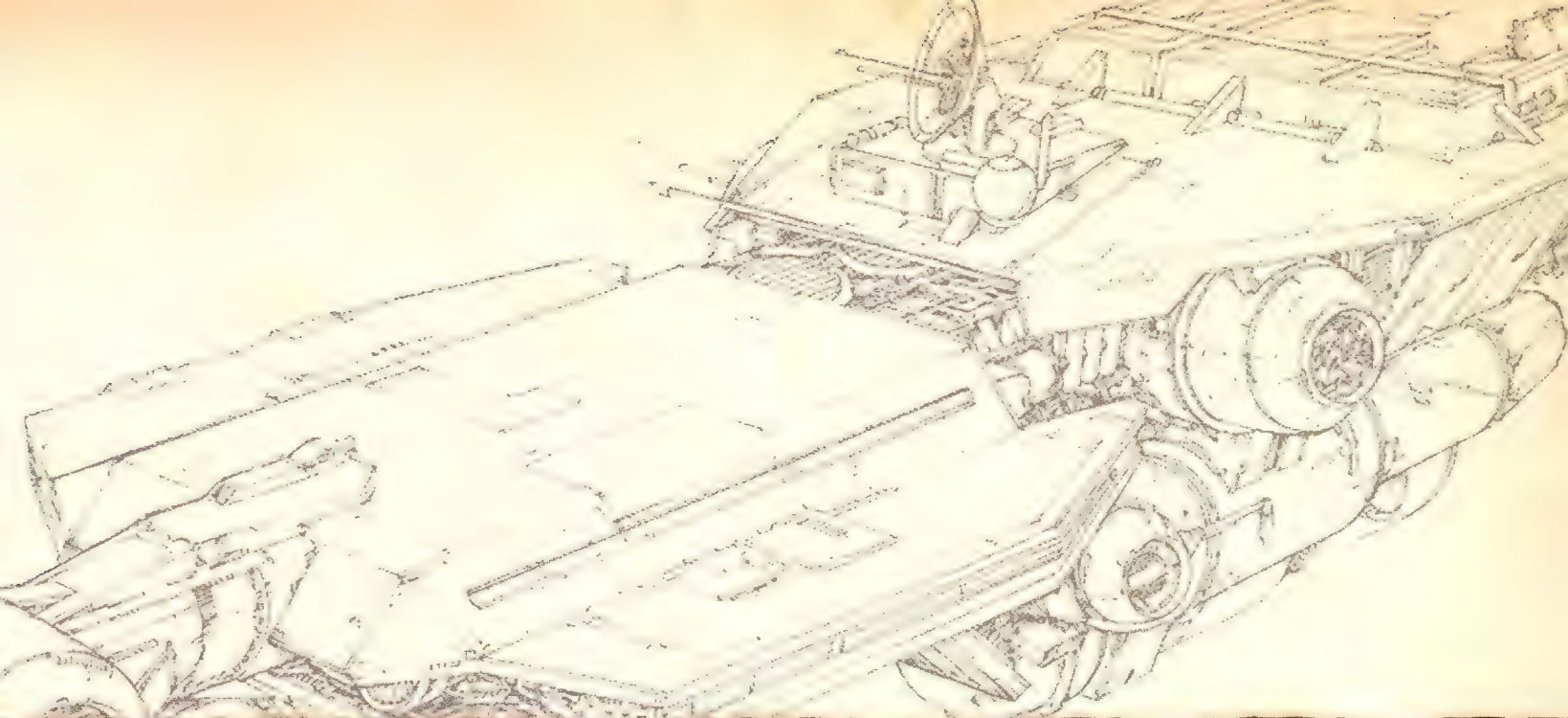
JUNK DEALERS



When you're roaming about the wilds you tend to run into some hostile NPCs. Looting their bodies once you've defeated them often yields broken bits of equipment. This stuff is useless to you, but someone may need the parts.

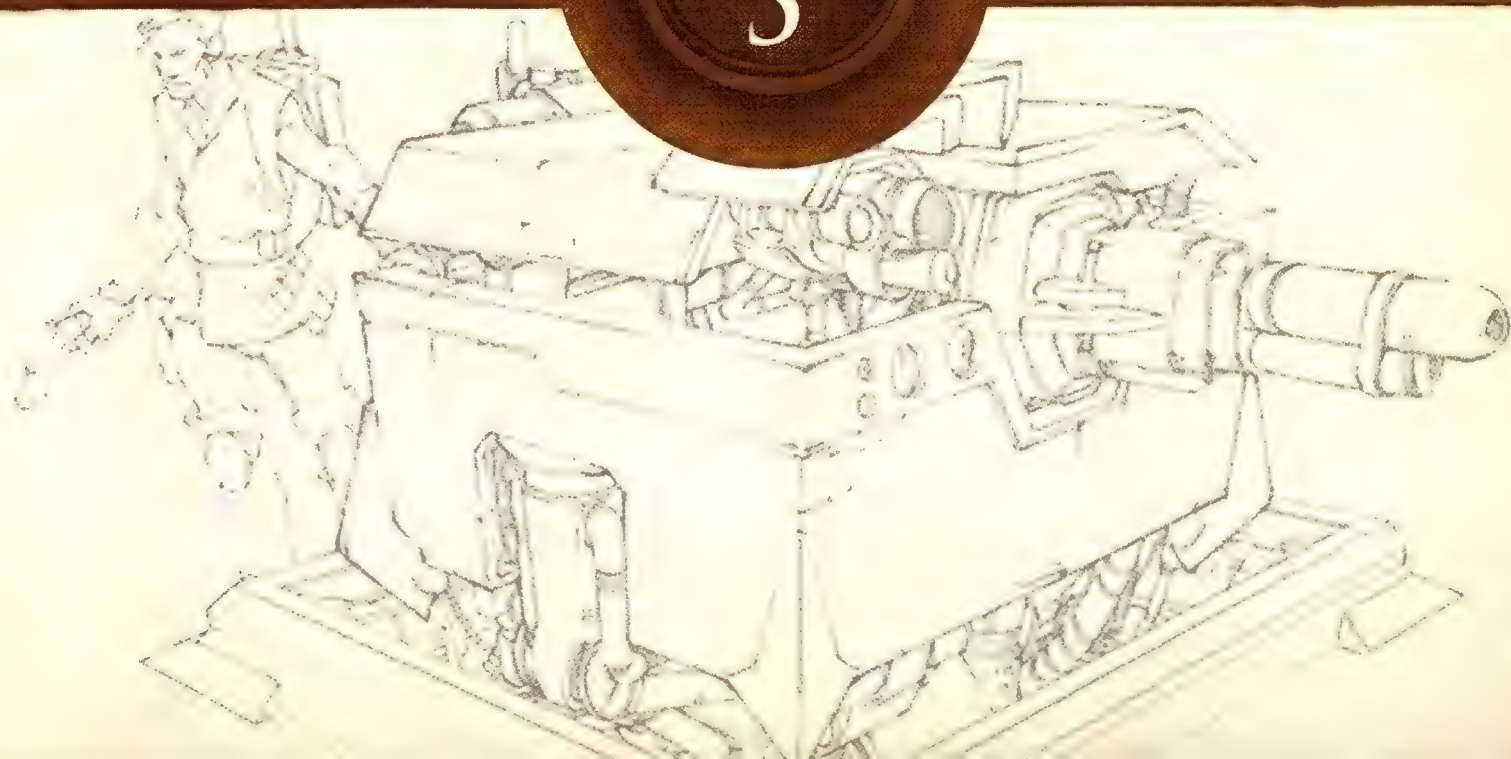
Enter the Junk Dealer.

Keep the busted items you find and visit the Junk Dealer when you get back to town. This innovative character will buy your trash. It may not be a big payoff but it's better than lugging around garbage, right?



COMBAT

CHAPTER 5



GEARING UP

So, you want to get out there and blast some beasties? Well, you need to know a few things before you go adventuring. First, let's discuss equipment. We'll start with weapons, as every profession starts with one type or another, then we'll move on to armor, which is harder to come by.

WEAPONS

Anyone can equip a weapon and start swinging or shooting, but understanding the stats of the one you are carrying will maximize your lethality.



The laser rifle offers good accuracy bonuses at its ideal range, but you suffer a huge penalty when firing it at close range.

Open your inventory by pressing **Ctrl+I** and right-click on a weapon. Select "Examine" from the radial menu and the weapon's stats appear. A few stats are worth noting at this point. The first is damage, as it determines the minimum and maximum damage the weapon inflicts on the target. You may be tempted to choose the one with the highest damage output, but there are other stats to consider.

If you are a Marksman, and prefer to deal damage from a distance, then at what range are you going to engage your target? If you are soloing, you may start out at the ideal range for the equipped weapon, but the mob will close the distance quickly. If you didn't destroy the creature with your first few

shots, you'll be engaging an angry mob at close quarters. To make matters worse, ranged weapon carriers are vulnerable to melee damage dealers.

Let's assume that the only weapon you are carrying is the laser rifle pictured above. That should be enough right? It has a high damage output so it seems like a sound choice. So what's the problem? Look at the three numbers listed under "Range Attack Mods." The first number, -30, denotes that you take a significant penalty to accuracy when you fire this weapon at point-blank range. The second number, 10, states that you get a +10 bonus to your accuracy when firing this weapon at its ideal range (in this weapon's case, the ideal range is 52 meters). The third number, -60, denotes a severe accuracy penalty when firing this weapon at its maximum range (64 meters).

So, if you initiated combat standing up (we'll discuss postures in a bit) and you're 52 meters from the target, you'll get a +10 modifier to your accuracy roll. Not bad, but the creature didn't remain at 52 meters did it? Nope, it charged after you and is now in your face, leaving you with a -30 penalty to your accuracy. That's not good. The laser rifle's high damage output won't do any good if you can't hit your target. So, what to do?



The survival knife offers good accuracy bonuses when combat gets up close and personal.

Forewarned is forearmed, so in addition to the laser rifle, pack a melee weapon such as the survival knife pictured above, and switch to it when the mob closes in. It does less damage than the laser rifle, but you get a +30 chance to hit across the board. Your shots are sure to connect, and the target will fall in no time.



For those who wish only Ranged Weapons XP, a pistol with a bonus to your accuracy at point-blank range is nice.

The second option, if you are a serious Marksman, is to switch to a more friendly close-quarters weapon. The CDEF pistol shown here gives a bonus to your accuracy roll when discharged at point-blank range. Not as good as the dagger, but it does more damage to compensate, and you gain XP useful to your profession.

NOTE

Using a pistol instead of a melee weapon allows you to run and fire simultaneously, but doing so penalizes your accuracy.

There are other factors to consider when choosing a weapon, so check out the "Weapons" appendix in the back of the guide for a complete list of stats. But as long as you understand damage, ideal/max range, and range attack mods, you won't find yourself wondering why you can't hit a gnort with a laser rifle when it's hopping in front of you!

NOTE

You can equip and use any weapon from the outset, but if you are not certified with that type of weapon, you will suffer accuracy penalties. You will automatically gain certifications in different weapons as you advance through your profession. To check what weapons you are currently certified in, or will gain in the future, open the skills window by pressing **[Ctrl]+[S]** and click on any portion of your profession's skill tree. Look to the "Commands Granted" section of the window to see what certifications, if any, are granted at that level. However, not all professions grant weapon certifications.

ARMOR

Armor is a mixed blessing in **Star Wars Galaxies** because while it offers some protection, it also detracts from one or more of your nine attributes. Before donning a piece of armor, open your character sheet and take note of your stats. After equipping the armor from your Inventory screen by double-clicking on it, note what stats have taken penalties. Refer to the armor list in the "Armor" appendix at the back of this guide to see what resistances or vulnerabilities are also bestowed. Then make an informed decision regarding what, if any, pieces you will equip.

TIP

Wearing armor all the time is rarely a good idea as it affects your proficiency at many chores, from healing to crafting. Rather, equip it before a big fight so its benefits outweigh the costs.

SETTING UP YOUR TOOLBARS

Before heading out to do battle with the bad guys, gals, critters, and creatures, prepare for the impending conflict by setting up your toolbars. After all, the last thing you want to do during combat is fumble through your toolbars and "Abilities" menu trying to find the perfect move.



This is your toolbar. It allows you to quick-key 12 (more than 60 total) actions or items that then can be activated or equipped by pressing the corresponding function key.

The toolbar is a set of 12 slots that correspond to your **[F1]-[F12]** keys and can be customized to suit any type of play. During gameplay, pressing a function key initiates the action that you set to that particular slot in the toolbar. For example, setting **/burst** to the **[F4]** slot in your toolbar allows you to burst run by pressing **[F4]**.

In addition, pressing **[Ctrl]+[Tab]** scrolls through five sets of toolbars, giving you 60 slots with which to play. Setting up multiple toolbars prepares you for any contingency during combat.

TIP

You can drag the toolbar open to show 2 rows of 12, resulting in 24 slots per page. This is 144 total slots over 6 pages for your hotkeys.

TIP

As you progress through skill levels and gain a greater number of special moves, consider using one toolbar for each weapon and the moves associated with it.



You can remove actions from your toolbar by right-clicking on them and selecting "Remove" from the radial menu. You can also drag actions to another spot on your toolbar.

Let's set up a sample toolbar to get you started. We'll use a Marksman as an example, although the basic strategy applies to any class. When you begin the game, the toolbar is cluttered. Let's clear the slate and start fresh. Right-click on each slot and select "Remove" from the radial menu. This deletes the action associated with that slot. Do that with all 12 and we can begin to construct a toolbar customized to suit your style of play.



Open the Command Browser by pressing **[Ctrl]+[A]**. All of your actions, emotes, moods, and socials can be found here.

When approaching an enemy you wish to attack, the easiest way to start combat is by selecting it and pressing the "Attack" key, which you need to bind to a function key on your toolbar. To do so, select the Command Browser by pressing **[Ctrl]+[A]**. Under the "Combat" tab, click on the "Attack" icon and drag it to an empty slot on your toolbar. We're binding it to **[F1]**, but you can place it anywhere you like.

For a Marksman, or any ranged weapon user, postures are very important. We'll get into their benefits in a bit, but you'll need these quick-slotted in your toolbar. With your Command Browser (**[Ctrl]+[A]**) up, select the "Other" tab and find a list of commands. Select and drag "Standing," "Kneeling," and "Prone," to three empty slots on your toolbar. We'll bind them to our **[F2]**, **[F3]**, and **[F4]** slots respectively.



Our toolbar is coming along, but customize yours as you wish. You can always change it later.

We spoke of burst run earlier, and we'd recommend placing that on your toolbar as well, as it could help you get out of a jam (remember though, that

burst run has a significant recharge time and using it drains your HAM bars). Find the burst run icon within the "Other" tab in your Command Browser.

Next, place your weapon on your toolbar. If you started as a Marksman, your only weapon is a pistol. Press **[Ctrl]+[I]** to open your inventory and drag the pistol to an open slot.

NOTE

It is worthwhile to note, especially for Brawlers who like to switch between melee weapons and unarmed combat, that pressing your weapon key once equips the weapon, and pressing it a second time un-equips it, leaving you to fight with bare hands.

Should you find or purchase a second weapon, place that on your toolbar as well. A Marksman will want to find a longer range weapon, while a Brawler may want to find a two-handed weapon or a polearm.



Don't neglect any innate abilities you may have been granted, they are extremely useful.

If your selected species has any innate combat abilities, such as "Wookiee Roar," place that on your toolbar. Find innate abilities under the "Combat" tab within your Command Browser. While you are there, check for any special moves that your class was granted at creation. Marksman have "Point-Blank Single 1" and "Point-Blank Area 1," which negate any negative modifier applied to your accuracy if you are firing your pistol at zero range. Marksmen also receive "Overcharge Shot 1," which adds damage at the expense of weapon condition. For a complete list of special moves, check out the "Special Moves" section at the end of this chapter.

TIP

Anyone who is group savvy will place the assist icon on his or her toolbar. This allows you to attack the same creature as a group member is attacking.

MULTI-CLASS TRAINING



A Marksman who has trained as a Brawler (or vice versa) has the versatility of proficiently using both ranged and melee weapons.

This toolbar set-up should suffice for now, but feel free to rearrange it to fit your style of play. Don't be afraid to train in classes that complement your own, as the skills they offer help in your early adventuring. For example, almost any class benefits from training in Novice Medic, as it allows you to apply damage stimpacks both in and out of combat. Also, a Marksman, Brawler, or Scout will find various benefits inherent in Novice training in the other two classes. For example, a Marksman who is proficient in melee combat (by training in Novice Brawler) does not have to rely on his ranged weapons at close range, which are not only inaccurate, but incur a defensive penalty against melee weapon users.

Likewise, a Brawler who is proficient with a carbine can inflict some damage from a distance, before switching to unarmed or melee weapons.

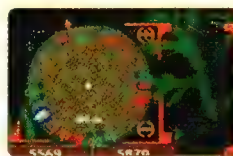
Training in the Scout class allows you to harvest resources that aid in crafting, but also lets you train

in Exploration to increase movement through harsh terrain. Scouts can also train in Survival, which allows them to set up camp, where wounds can be healed (should you have the appropriate training or a friend who is so adept).

Train in a variety of classes to maximize your character's efficiency; you can always drop the skills later, should you need to free up your skill points for specialization.

If you heed our advice, place your newly learned abilities, commands, or items on the toolbar. For example, if you trained in Novice Medic, open your inventory (**Ctrl**+**I**) and drag the stack of stimpacks into an empty slot. During combat, if you get low on Health or Action, a stimpack may save you from incapacitation or death.

FINDING CREATURES



Creatures appear as red dots or arrows on your radar screen. Lairs appear in yellow.

Creatures appear as red dots on your radar, and the weakest ones lurk outside your starting city. Walk around until you see a red dot or a red arrow. Zoom out a bit to increase your radar's search radius. Click on the + and - symbols near the radar's display to zoom in and out respectively. A setting of 128 meters usually suffices. If you find a red arrow, it means that the creature is outside your radar's current range. Zoom out until it becomes a dot, then head in that direction to find the mob.



LAIRS



Yellow boxes indicate creature lairs, which generally are guarded by the mobs that inhabit them. Firing on the lair elicits an aggressive response by any nearby critters that call that lair home. Also, mobs may spawn while you are destroying the lair, and there is a chance that a boss creature may spawn that is a higher level than the rest.

Engage lairs with the above information in mind and you will come away with some hefty experience.

APPROACHING THE TARGET

After you find a red dot on the radar, walk toward it until the creature is visible. All creatures have an "Approach Trigger Range" that determines how close the player can get before the creature reacts to his or her presence. The ATR does *not* mean the creature will aggro at that range, it just means that it will show some sort of recognition.

NOTE

If you are a short distance from the starting city, chances are that creature will not be aggressive.

When approaching a creature, you may see one of three symbols floating over its head. A "?" above its head means that the creature is alerted to your presence. It may flee, or wait to see what you do next.

When you see "!" above a creature's head, the creature is warning you to back off. If you don't want to engage the mob, step back and it should calm down.

A "\|/" symbol indicates that the creature is scared. Pressing it further may cause it to flee.



It seems you have disturbed this guy.

ASSESSING THE TARGET

Attacking any creature you come across is not suggested. Rather, you need to assess the creature's strength relative to your own. Select the nearest creature by pressing [Tab], or by single clicking on the target.

NOTE

Every successive press of [Tab] selects a target that is farther away, until all targets in sight have been cycled through.





Clicking on a creature reveals, from left to right: your accuracy modifier (chance to hit that creature), the creature's HAM bars, and the conning symbol.

Notice that your enemy's HAM bars appear above its head, as does a small, colored starburst icon. The color of this symbol corresponds to a difficulty rating system, which is outlined below:

- **Green:** Well below your skill level and easy to defeat. The XP gained from defeating such a creature will be minimal.
- **Blue:** Slightly below your skill level. Blue targets put up a fight, but you should emerge victorious. Use caution when engaging multiple blue targets; they can quickly get the better of you.
- **White:** Equal to you in level. Defeating such a target is difficult, especially if you rely on auto-attack. Take advantage of posturing, your weapon's ideal range, and/or a few special moves to take a white con mob. The XP rewards are significant if you pull it off.
- **Yellow:** Slightly above your skill level. Avoid such fights unless you have superior weaponry, incredible tactics, a supply of healing devices, or some friends nearby.
- **Red:** Hope you like the view from the ground. Red targets usually deal a deathblow on you, so you'll pay with your life. Take these on only with an experienced group.

NOTE

Creatures may con somewhere in between the colors listed above. In that case, you see a blend of the lower and upper con. For example, a light blue icon represents a creature whose level lies between a green and a blue con. The con is based on your skill with your currently equipped weapon. The color may change if you change weapons.



This guy is an even match.

You can select a creature and type **/con** for a written assessment of the creature's level relative to your own.

REFERRING TO THE CREATURE TABLE



These mobs are "pack" creatures that assist one another in combat. Avoid this type if you are solo.

Aside from the conning process listed above, check the creature table in the back of this guide. It gives you more information than conning will,

such as whether or not the mob is part of a pack (pack mobs assist each other in combat), or whether the mob is a killer and thus will deal a deathblow to you (non-killers will only incapacitate you). A beginning character should steer clear of packs or killers.

INITIATING COMBAT

When you find an ideal candidate to battle, initiate combat. Before pressing your "Attack" button (which by now you have placed on your toolbar), you must decide on your attack range. If you are using a ranged weapon, move to its ideal range as found by right-clicking on it and selecting "Describe." Attacking from a weapon's ideal range grants a bonus to your accuracy roll. Before firing, read up on postures to maximize your efficiency.

If you are using a melee weapon, then you need to get up close and personal before you start swinging.

This is your accuracy modifier; it fluctuates for a few reasons including: distance to the target, the posture you have assumed, the posture of the target, whether or not you are moving, and any states you are suffering



from. The higher the number, the better the chance of hitting your target.

POSTURES

Think of postures as your stance in combat. Different postures affect both your attack modifiers and the attack modifiers of your enemy. There are three combat stances:



Standing: Standing is the default stance and applies no modifiers to your accuracy. However, enemies spot you more quickly if you are standing.



Kneeling: This provides a positive modifier to your accuracy, and enemies will have a harder time spotting you, allowing you to get off more shots before they retaliate. Also, if

your enemy is using ranged weapons as well, it receives a negative modifier to its accuracy roll. The downfall is that enemies attacking with melee weapons get a positive modifier against you in addition to the positive modifier they already receive because you are holding a ranged weapon.



Prone: Lying prone gives a significant boost to your accuracy modifier, while giving a significant penalty to those firing at you. It takes an enemy much longer to spot you, ensuring that you'll get off multiple rounds before it closes in. An enemy using melee weapons is at a huge advantage while you remain in the prone position. You cannot attack if your opponent is at point-blank range; switch to the kneeling or standing posture to resume fighting.

When you are at your ranged weapon's ideal range, assume the prone position (if it's not on your toolbar, type (/prone) and initiate combat by pressing the function key associated with the attack command, double-clicking the target, or left-clicking the target and selecting "Attack" from the radial menu. Either way works, although the first is the most efficient.



SPECIAL MOVES

Throughout combat, you can use any special moves you have learned through either innate abilities or class-training. To view all that you have acquired, open your Command Browser by pressing **Ctrl+A** and select the "Combat" tab. Assign any special moves to your toolbar so you have quick access to them during combat.

Using special moves incurs a cost however, as they drain points from your Health, Action, or Mind bars.



NOTE

You can also perform a special move by entering it's name in your chat window, preceded by a forward slash. For example, type **/berserk** to initiate the berserk special move.

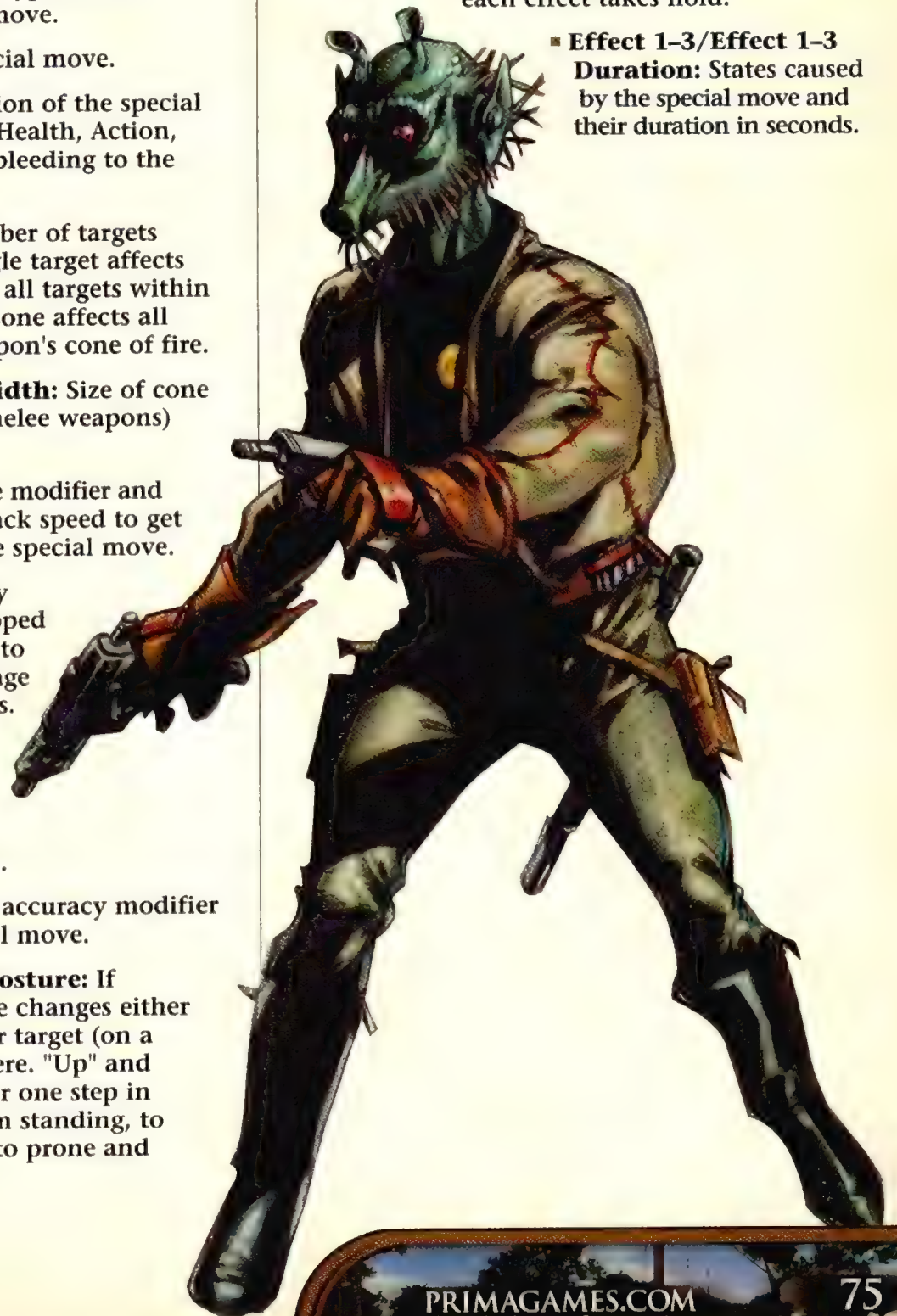
SPECIAL MOVES TABLE

Understanding the special moves table:

- **Weapon Type:** The weapon type that is associated with the special move.
- **Name:** The name of the special move.
- **Description:** Short description of the special move. All moves that cause Health, Action, or Mind wounds also cause bleeding to the affected stat.
- **Targets Affected:** The number of targets affected by the move. A single target affects only one target. Area affects all targets within the melee weapon's range. Cone affects all targets with the ranged weapon's cone of fire.
- **Area/Cone Length and Width:** Size of cone (ranged weapons) or area (melee weapons) the special move affects.
- **Time Modifier:** Multiply the modifier and your equipped weapon's attack speed to get the base time to perform the special move.
- **Damage Modifier:** Multiply the modifier and your equipped weapon's min/max damage to get the base amount of damage that the special move inflicts.
- **HAM Costs:** Multiply the modifier and your equipped weapon's HAM costs to get the actual cost to perform the special move.
- **To-Hit Mod:** Bonus to your accuracy modifier when performing the special move.
- **Attacker/Defender End Posture:** If performing the special move changes either your posture, or that of your target (on a successful hit), it is noted here. "Up" and "Down" move your character one step in the indicated direction: from standing, to kneeling, or from kneeling to prone and vice versa.

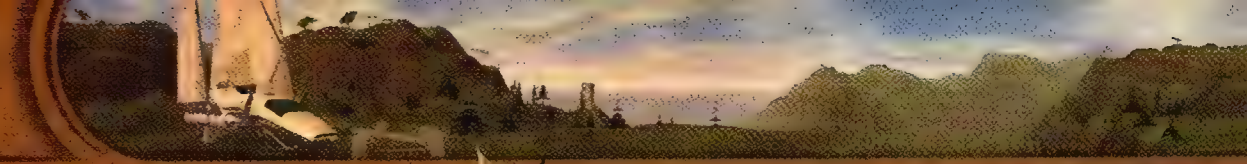
- **Chance to Apply Effect:** On a successful hit, the chance that the special move's effect will take effect. If a special move causes multiple effects, a separate roll is made to determine if each effect takes hold.

- **Effect 1-3/Effect 1-3 Duration:** States caused by the special move and their duration in seconds.



SPECIAL MOVES TABLE

WEAPON TYPE	NAME	DESCRIPTION	TARGETS AFFECTED	AREA/CONE LENGTH	AREA/CONE WIDTH	TIME MODIFIER	DAMAGE MODIFIER	HEALTH COST	ACTION COST
1H Melee	BlindHit1	blind single target	Single	—	—	1.5	1.5	0.5	0.5
1H Melee	BlindHit2	blind area	Area	Weapon's range	—	2.25	2.5	0.75	0.75
1H Melee	BodyHit1	body hit	Single	—	—	1.5	2	0.5	0.5
1H Melee	BodyHit2	body hit + damage	Single	—	—	2	3	0.75	0.75
1H Melee	BodyHit3	body hit + damage	Single	—	—	2.25	4	1	1
1H Melee	DizzyHit1	dizzy single target	Single	—	—	1.5	1	0.5	0.5
1H Melee	DizzyHit2	dizzy area	Area	Weapon's range	—	2.25	1.5	0.75	0.75
1H Melee	HealthHit1	wound	Single	—	—	1.5	1.5	0.5	0.5
1H Melee	HealthHit2	wound	Single	—	—	2	2.5	0.75	0.75
1H Melee	Hit1	damage	Single	—	—	1.5	2	0.5	0.5
1H Melee	Hit2	more damage	Single	—	—	2	3	0.75	0.75
1H Melee	Hit3	more damage + blind	Single	—	—	2.25	4	1	1
1H Melee	Lunge1	extended distance, posture change	Single	—	—	1.5	2	0.5	0.5
1H Melee	Lunge2	extended distance, knockdown	Single	—	—	2.5	3	0.625	0.625
1H Melee	ScatterHit1	multi hit location	Single	—	—	1.5	2	1	1
1H Melee	ScatterHit2	multi hit location	Single	—	—	2.5	3	1.25	1.25
1H Melee	SpinAttack1	area attack	Area	Weapon's range	—	1.5	2	1	1
1H Melee	SpinAttack2	area attack + blind	Area	Weapon's range	—	2.5	3	1.25	1.25
2H Melee	Area1	area hit + lower posture base damage	Area	—	—	1.5	2	0.5	1.5
2H Melee	Area2	area hit + damage + lower posture	Area	—	—	2	3	1	2
2H Melee	Area3	area hit + damage + dizzy + lower posture	Area	—	—	2.5	4	1.5	2.5
2H Melee	HeadHit1	head hit	Single	—	—	1.25	2	0.5	1
2H Melee	HeadHit2	head hit	Single	—	—	1.75	3	1	1.5
2H Melee	HeadHit3	head hit	Single	—	—	2.25	4	1.5	2
2H Melee	Hit1	damage	Single	—	—	1.5	2	0.5	1
2H Melee	Hit2	more damage	Single	—	—	2	3	1	1.5
2H Melee	Hit3	more damage + dizzy	Single	—	—	2.5	4	1.25	2
2H Melee	Lunge1	extended distance, posture change	Single	—	—	1.5	2	1	0.5
2H Melee	Lunge2	extended distance, knockdown	Single	—	—	2.5	3	1.5	0.625
2H Melee	MindHit1	mind hit	Single	—	—	1.25	1.5	0.5	1
2H Melee	MindHit2	mind hit	Single	—	—	2	2.5	1	1.5
2H Melee	SpinAttack1	area attack	Area	Weapon's range	—	1.5	2	1	1.5
2H Melee	SpinAttack2	area attack + more damage	Area	Weapon's range	—	2.5	3	1.5	2
2H Melee	Sweep1	lower posture single target	Single	—	—	1.5	1.5	0.75	1.5
2H Melee	Sweep2	lower posture area, low damage	Area	Weapon's range	—	2.5	2	0.5	2.25
Carbine	ActionShot1	damages action drain/regen	Single	—	—	1.5	1.5	1.75	1.25



COMBAT

MIND COST	TO-HIT MOD	ATTACKER END POSTURE	DEFENDER END POSTURE	CHANCE TO APPLY EFFECT	EFFECT1	EFFECT1 DURATION	EFFECT2	EFFECT2 DURATION	EFFECT3	EFFECT3 DURATION
0.625	25	No change	No change	100	Blinded	30	—	—	—	—
1.25	25	No change	No change	100	Blinded	50	—	—	—	—
0.625	25	No change	No change	—	—	—	—	—	—	—
1.25	25	No change	No change	—	—	—	—	—	—	—
2	25	No change	No change	—	—	—	—	—	—	—
0.625	25	No change	No change	100	Dizzy	30	—	—	—	—
1.25	25	No change	No change	100	Dizzy	50	—	—	—	—
0.625	25	No change	No change	—	—	—	—	—	—	—
1.25	25	No change	No change	—	—	—	—	—	—	—
0.625	25	No change	No change	—	—	—	—	—	—	—
1.25	25	No change	No change	—	—	—	—	—	—	—
2	25	No change	No change	40	Blinded	30	—	—	—	—
1	25	No change	Down	—	—	—	—	—	—	—
1.5	25	No change	Knocked Down	—	—	—	—	—	—	—
1.5	25	No change	No change	—	—	—	—	—	—	—
2	25	No change	No change	—	—	—	—	—	—	—
1.5	25	No change	No change	—	—	—	—	—	—	—
2	25	No change	No change	40	Blinded	30	—	—	—	—
0.5	10	No change	Down	—	—	—	—	—	—	—
1	10	No change	Down	—	—	—	—	—	—	—
1.5	10	No change	Down	30	Dizzy	30	—	—	—	—
0.5	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1.5	10	No change	No change	—	—	—	—	—	—	—
0.5	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1.25	10	No change	No change	30	Dizzy	30	—	—	—	—
0.5	10	No change	Down	—	—	—	—	—	—	—
0.625	10	No change	Knocked Down	—	—	—	—	—	—	—
0.5	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1.5	10	No change	No change	—	—	—	—	—	—	—
0.75	10	No change	Down	—	—	—	—	—	—	—
1	10	No change	Down	—	—	—	—	—	—	—
0.5	25	No change	Down	—	—	—	—	—	—	—

SPECIAL MOVES TABLE

WEAPON TYPE	NAME	DESCRIPTION	TARGETS AFFECTED	AREA/CONE LENGTH	AREA/CONE WIDTH	TIME MODIFIER	DAMAGE MODIFIER	HEALTH COST	ACTION COST
Carbine		action drain/regen	Cone	64	15	2	2	2	1.25
Carbine	BurstShot1	increased damage	Single	—	—	2	2	1.75	1.25
Carbine	BurstShot2	increased damage	Single	—	—	2	3	2	1.25
Carbine	ChargeShot1	knockdown single	Single	—	—	2	1	0.5	2
Carbine	ChargeShot2	knockdown cone	Single	—	—	2	2	0.5	1.5
Carbine	CripplingShot	single shot, high damage	Single	—	—	2	2.5	0.5	2
Carbine	FullAutoArea1	chance to stun, blind, and dizzy multiple	Cone	64	15	1.5	1.5	1.75	2.5
Carbine	FullAutoArea2	chance to stun, blind, and dizzy multiple	Cone	64	15	1.5	2	2.5	2.5
Carbine	FullAutoSingle1	chance to stun, blind, and dizzy single	Single	—	—	1.5	2	1.75	2.5
Carbine	FullAutoSingle2	chance to stun, blind, and dizzy single	Single	—	—	1.5	3	2	2.5
Carbine	LegShot1	shoots legs	Single	—	—	2	1	2.25	1.25
Carbine	LegShot2	shoots legs	Single	—	—	2	2	0.5	1.5
Carbine	LegShot3	shoots legs	Cone	64	15	2	3	0.5	2
Carbine	ScatterShot1	damages multiple locations	Single	—	—	2	2	1.75	1.25
Carbine	ScatterShot2	damages multiple locations	Single	—	—	2	3	2	1.25
Carbine	SuppressionFire2	lowers posture	Single	—	—	1.5	1.5	2	1.25
Carbine	WildShot1	stuns single	Single	—	—	2	1.5	1.75	1.25
Carbine	WildShot2	stuns cone	Single	—	—	2	2	2	1.25
Pistol	BodyShot1	shoots body	Single	—	—	1	2	0.5	0.75
Pistol	BodyShot2	shoots body	Single	—	—	1	3	0.5	1
Pistol	BodyShot3	shoots body	Single	—	—	1	4	0.5	1.25
Pistol	Defense1	hit with pistol	Single	—	—	2	2	0.5	0.75
Pistol	Defense2	hit with pistol	Single	—	—	2	4	0.5	1
Pistol	DisarmingShot1	hits gun	Single	—	—	1.5	2	0.5	0.75
Pistol	DisarmingShot2	hits gun	Cone	64	15	2	3	0.5	1
Pistol	DiveShot	to prone attack	Single	—	—	1.5	2	0.5	0.75
Pistol	DoubleTap	increased damage	Single	—	—	2	3	0.5	0.75
Pistol	FanShot	fullautosingle with pistol	Single	—	—	2	3	0.5	1
Pistol	HealthShot1	damages health drain/regen	Single	—	—	2	1.5	0.5	0.75
Pistol	HealthShot2	damages health drain/regen	Single	—	—	2	2	0.5	1
Pistol	KipUpShot	to standing attack	Single	—	—	1.5	2	0.5	0.75
Pistol	LastDitch	high damage, high delay	Single	—	—	4	4	0.5	1.25
Pistol	LowBlow	knockdown	Single	—	—	2.5	1.5	0.5	1
Pistol	MultiTargetPistolShot	wrapper for above	Single	—	—	2	2.5	0.5	1.25
Pistol	MultiTargetShot	actual attack, no action cost/time mods	Single	—	—	1	2.5	0.5	1.25
Pistol	PanicShot	delays everyone in cone	Cone	64	15	3	1	0.5	1.25



COMBAT

MIND COST	TO-HIT MOD	ATTACKER END POSTURE	DEFENDER END POSTURE	CHANCE TO APPLY EFFECT	EFFECT1	EFFECT1 DURATION	EFFECT2	EFFECT2 DURATION	EFFECT3	EFFECT3 DURATION
0.5	25	No change	Down	—	—	—	—	—	—	—
0.5	25	No change	No change	—	—	—	—	—	—	—
0.5	25	No change	No change	—	—	—	—	—	—	—
0.5	25	No change	Knocked Down	—	—	—	—	—	—	—
0.5	25	No change	No change	—	—	—	—	—	—	—
0.5	25	No change	No change	—	—	—	—	—	—	—
0.5	25	No change	No change	5	Stunned	30	Blinded	40	Dizzy	30
0.5	25	No change	No change	30	Stunned	30	Blinded	40	Dizzy	30
0.5	25	No change	No change	30	Stunned	30	Blinded	40	Dizzy	30
0.5	25	No change	No change	30	Stunned	30	Blinded	40	Dizzy	30
0.5	25	No change	No change	—	—	—	—	—	—	—
1.5	25	No change	No change	85	Stunned	45	—	—	—	—
2	25	No change	No change	100	Stunned	30	—	—	—	—
0.5	25	No change	No change	—	—	—	—	—	—	—
0.5	25	No change	No change	—	—	—	—	—	—	—
0.5	25	No change	Down	—	—	—	—	—	—	—
0.5	25	No change	No change	30	Stunned	30	—	—	—	—
0.5	25	No change	No change	30	Stunned	30	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	Knocked Down	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	Knocked Down	—	—	—	—	—	—	—
0.5	50	Prone	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	Standing	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	75	Stunned	30	—	—	—	—
0.5	50	No change	Knocked Down	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—

SPECIAL MOVES TABLE

WEAPON TYPE	NAME	DESCRIPTION	TARGETS AFFECTED	AREA/CONE LENGTH	AREA/CONE WIDTH	TIME MODIFIER	DAMAGE MODIFIER	HEALTH COST	ACTION COST
Pistol	PointBlankArea2	no close range penalty	Single	—	—	1.5	2	0.5	1
Pistol	PointBlankSingle2	no close range penalty	Single	—	—	1.5	3	0.5	1.5
Pistol	RollShot	to kneeling attack	Single	—	—	1.5	2	0.5	0.75
Pistol	StoppingShot	increased damage	Single	—	—	2.5	3	0.5	1.25
Polearm	ActionHit1	actionwound	Single	—	—	1.5	1.5	1	0.5
Polearm	ActionHit2	actionwound	Single	—	—	2	2.5	1.5	1
Polearm	Area1	area attack + damage	Area	Weapon's range	—	1.75	1.5	1.5	1
Polearm	Area2	more damage + dizzy + stun	Area	Weapon's range	—	2.5	2	2	1.5
Polearm	Hit1	damage	Single	—	—	1.5	2	1	0.5
Polearm	Hit2	damage + stun	Single	—	—	2	2.5	1.5	1
Polearm	Hit3	damage + stun + lower posture	Single	—	—	2.5	3	2	1.5
Polearm	LegHit1	leghit	Single	—	—	1.25	1.5	1	0.5
Polearm	LegHit2	leghit	Single	—	—	1.75	2.5	1.5	1
Polearm	LegHit3	leghit	Single	—	—	2.25	3	2	1.5
Polearm	Lunge1	extended distance, posture change	Single	—	—	1.5	1.5	0.5	1
Polearm	Lunge2	extended distance, knockdown	Single	—	—	2.5	2.5	0.625	1.5
Polearm	SpinAttack1	area attack	Area	Weapon's range	—	1.5	2.5	1.5	1
Polearm	SpinAttack2	area attack + dizzy	Area	Weapon's range	—	2.5	3	2	1.5
Polearm	Stun1	stun single target	Single	—	—	1.5	1.5	1	0.5
Polearm	Stun2	stun area	Area	Weapon's range	—	2	2.5	1.5	1
Polearm	Sweep1	single knockdown	Single	—	—	1.5	1.5	1.5	1
Polearm	Sweep2	area knockdown	Area	Weapon's range	—	2.5	2.5	2	1.5
Ranged	OverChargeShot1	increased damage	Single	—	—	1.25	2	0.5	0.5
Ranged	OverChargeShot2	increased damage	Single	—	—	2	3	1	1
Ranged	PointBlankArea1	no close range penalty	Area	12	15	1.5	2	0.5	1.25
Ranged	PointBlankSingle1	no close range penalty	Single	—	—	1.5	2	0.5	1.25
Ranged	SuppressionFire1	lowers posture	Single	—	—	1.5	1	1.75	1.25
Ranged	ThreatenShot	makes skittish things flee	Single	—	—	2	0.25	1	1
Ranged	WarningShot	makes things confused and unable to run to you	Single	—	—	2	0.25	1	1
Rifle	ConcealShot	no auto response attack	Single	—	—	2	0.75	0.5	0.5
Rifle	FlurryShot1	dizzies single	Single	—	—	2	1	0.5	0.5
Rifle	FlurryShot2	dizzies cone	Cone	64	15	2	1.5	0.5	0.5
Rifle	FlushingShot1	raises posture + stun	Single	—	—	2	1	0.5	0.5
Rifle	FlushingShot2	raises posture + stun	Cone	64	15	2	1.5	0.5	0.5
Rifle	HeadShot1	shoots head	Single	—	—	1.5	1	0.5	0.5
Rifle	HeadShot2	shoots head	Single	—	—	1.5	1.25	0.5	0.5



COMBAT

MIND COST	TO-HIT MOD	ATTACKER END POSTURE	DEFENDER END POSTURE	CHANCE TO APPLY EFFECT	EFFECT1	EFFECT1 DURATION	EFFECT2	EFFECT2 DURATION	EFFECT3	EFFECT3 DURATION
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	50	Kneeling	No change	—	—	—	—	—	—	—
0.5	50	No change	No change	—	—	—	—	—	—	—
0.5	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1.5	10	No change	No change	75	Dizzy	30	Stunned	30	—	—
0.5	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	75	Stunned	45	—	—	—	—
1.5	10	No change	Down	75	Stunned	45	—	—	—	—
0.5	10	No change	No change	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1.5	10	No change	No change	—	—	—	—	—	—	—
0.5	10	No change	Down	—	—	—	—	—	—	—
0.625	10	No change	Knocked Down	—	—	—	—	—	—	—
1	10	No change	No change	—	—	—	—	—	—	—
1.5	10	No change	No change	75	Dizzy	25	—	—	—	—
0.5	10	No change	No change	100	Stunned	30	—	—	—	—
1	10	No change	No change	100	Stunned	60	—	—	—	—
1	10	No change	Knocked Down	—	—	—	—	—	—	—
1.5	15	No change	Knocked Down	—	—	—	—	—	—	—
0.5	15	No change	No change	—	—	—	—	—	—	—
1	15	No change	No change	—	—	—	—	—	—	—
0.5	15	No change	No change	—	—	—	—	—	—	—
0.5	15	No change	No change	—	—	—	—	—	—	—
0.5	25	No change	Down	—	—	—	—	—	—	—
1	15	No change	No change	—	—	—	—	—	—	—
1	15	No change	No change	—	—	—	—	—	—	—
1.5	5	No change	No change	—	—	—	—	—	—	—
1.5	5	No change	No change	85	Dizzy	45	—	—	—	—
2	5	No change	No change	100	Dizzy	30	—	—	—	—
1.5	5	No change	Up	100	Stunned	35	—	—	—	—
2	5	No change	Up	100	Stunned	35	—	—	—	—
1	5	No change	No change	—	—	—	—	—	—	—
1.5	5	No change	No change	—	—	—	—	—	—	—

SPECIAL MOVES TABLE

WEAPON TYPE	NAME	DESCRIPTION	TARGETS AFFECTED	AREA/CONE LENGTH	AREA/CONE WIDTH	TIME MODIFIER	DAMAGE MODIFIER	HEALTH COST	ACTION COST
Rifle	HeadShot3	shoots head	Single	—	—	2	1.5	0.5	0.5
Rifle	MindShot1	damages mind drain/regen	Single	—	—	1	1	0.5	0.5
Rifle	MindShot2	damages mind drain/regen	Single	—	—	1.5	2	0.5	0.5
Rifle	SniperShot	ranged deathblow	Single	—	—	2	0.75	0.5	0.5
Rifle	StartleShot1	raises posture	Single	—	—	2	0.75	0.5	0.5
Rifle	StartleShot2	raises posture	Cone	64	15	2	1.25	0.5	0.5
Rifle	StrafeShot1	clears cover + adds delay	Single	—	—	2	0.5	0.5	0.5
Rifle	StrafeShot2	clears cover + adds delay	Cone	64	15	2	0.75	0.5	0.5
Rifle	SurpriseShot	from cover, sneak attack	Single	—	—	2	2	0.5	0.5
Unarmed	Blind1	blind	Single	—	—	2	1.5	1.5	1.5
Unarmed	BodyHit1	bodyhit	Single	—	—	2	2.5	1.75	1.75
Unarmed	Combo1	head/body hit	Single	—	—	2	2	1.5	1.5
Unarmed	Combo2	head/body/leg hit	Single	—	—	4	3	2	2
Unarmed	Dizzy1	dizzy	Single	—	—	2	1.5	1.5	1.5
Unarmed	HeadHit1	headhit	Single	—	—	2	2.5	1.75	1.75
Unarmed	Hit1	damage	Single	—	—	1.5	2	1	1
Unarmed	Hit2	damage	Single	—	—	2.5	3	1.5	1.5
Unarmed	Hit3	damage + blind	Single	—	—	3	4	2	2
Unarmed	Knockdown1	knockdown	Single	—	—	1.5	1	1	1
Unarmed	Knockdown2	knockdown + dizzy	Single	—	—	2	1.5	1.5	1.5
Unarmed	LegHit1	leghit	Single	—	—	2	2.5	1.75	1.75
Unarmed	Lunge1	single target lower posture	Single	—	—	1.5	2	1	1
Unarmed	Lunge2	single target knockdown, ext range	Single	—	—	2	3	1.5	1.5
Unarmed	SpinAttack1	area attack	Area	Weapon's range	—	2	2	1.5	1.5
Unarmed	SpinAttack2	area attack	Area	Weapon's range	—	3	3	2	2
Unarmed	Stun1	stun	Single	—	—	2	1.25	1.5	1.5



COMBAT

MIND COST	TO-HIT MOD	ATTACKER END POSTURE	DEFENDER END POSTURE	CHANCE TO APPLY EFFECT	EFFECT1	EFFECT1 DURATION	EFFECT2	EFFECT2 DURATION	EFFECT3	EFFECT3 DURATION
2.5	5	No change	No change	—	—	—	—	—	—	—
2	5	No change	No change	—	—	—	—	—	—	—
1.5	5	No change	No change	—	—	—	—	—	—	—
2	5	No change	No change	—	—	—	—	—	—	—
1.5	5	No change	Up	—	—	—	—	—	—	—
2	5	No change	Up	—	—	—	—	—	—	—
1.5	5	No change	No change	—	—	—	—	—	—	—
2	5	No change	No change	—	—	—	—	—	—	—
1.5	5	No change	No change	—	—	—	—	—	—	—
1.5	15	No change	No change	100	Blinded	50	—	—	—	—
1.75	15	No change	No change	—	—	—	—	—	—	—
1.5	15	No change	No change	—	—	—	—	—	—	—
2	15	No change	No change	—	—	—	—	—	—	—
1.5	15	No change	No change	100	Dizzy	—	—	—	—	—
1.75	15	No change	No change	—	—	—	—	—	—	—
1	15	No change	No change	—	—	—	—	—	—	—
1.5	15	No change	No change	—	—	—	—	—	—	—
2	15	No change	No change	40	Blinded	30	—	—	—	—
1	15	No change	Knocked Down	—	—	—	—	—	—	—
1.5	15	No change	Knocked Down	75	Dizzy	40	—	—	—	—
1.75	15	No change	No change	—	—	—	—	—	—	—
1	15	No change	Down	—	—	—	—	—	—	—
1.5	15	No change	Knocked Down	—	—	—	—	—	—	—
1.5	15	No change	No change	—	—	—	—	—	—	—
2	15	No change	No change	—	—	—	—	—	—	—
1.5	15	No change	No change	100	Stunned	60	—	—	—	—



STATES

If any special moves affect you, an icon appears next to your name on the HUD, denoting what state you are currently in.



This is the stunned icon, it informs you that you are currently stunned and suffering from its effect. As with all states, the stunned state is temporary.

The following is a list of states and their descriptions. Learn them; they will significantly impact the outcome of a fight:



Aggressive: Increases chance of delivering a successful counterattack and decreases chance of getting hit in combat.



Aiming: Provides a bonus to hit on the next attack.



Alert: Counters surprise attack special move.



Berserk: Provides a bonus to hit, faster attacks, and damage bonus, but also applies a penalty to defense.



Blindness: Applies penalties to both offense and defense.



Dizziness: Creates chance of falling down when changing postures.



Evading: Provides chance of dodging an attack.



Immobilized: Prevents movement.



In Combat: Indicates that the character is involved in combat.



Incapacitation: Character is incapacitated (any HAM bar has dropped to 0) and is vulnerable to a deathblow.



Intimidated: Increases chance of being hit by attacks.



Rallied: Provides both a bonus to hit and a bonus to defense.



Stunned: Applies penalties to defense.



Taking Cover: Provides bonuses to defense.



Tumbling: Provides defensive bonuses while changing postures.

TAKING DAMAGE



Damage reduces one or more of your HAM bars, but the bars regenerate over time.

Throughout combat, you'll take damage to one or more of your Health, Action, and Mind bars, either through damage inflicted by your opponent, or through the use of special moves. The bars regenerate over time, or they can be healed during or after combat by the use of stimpacks. You need to be trained in Novice Medic to use stimpacks.

To use a stimpack, open your inventory by pressing **[Ctrl]+[I]**, right-click on the stimpack, and select the "Use on self" option. If you dragged the stimpack to your toolbar, press the corresponding function key to activate the stimpack. Just make sure you have yourself selected first.

When watching the fight, you'll notice numbers floating off your character. Red numbers indicate damage to your Health bar, green numbers indicate damage to your Action bar, and blue numbers represent damage to your Mind bar. A blend of the above colors represents damage to two pools, while a white number indicates damage to all pools.



The numbers floating above your head represent the damage you have sustained.

BLEEDING

Certain weapons, on a successful hit, cause you to bleed. Bleeding slowly drains one or more of your HAM bars until it is cured, or it runs its course. Be careful; bleeding to incapacitation is possible, so get cured or use stimpacks to boost your bars before they fall to zero.

INCAPACITATION

You become incapacitated if one or more of your HAM bars fall to zero. You cannot move, deal damage, speak, or equip items while in this state. A timer appears to let you know how long you will remain in the incapacitated state.

Another player can revive you by using a stimpack on your fallen body, or you can wait until the state passes.



This timer counts down to the time you will revive, unless the creature that incapacitated you performs a deathblow.

DEATH

Death occurs if a creature or player performs a deathblow on you while you are incapacitated, or, if you become incapacitated three times within any 10-minute span. Should this occur, you have the option of cloning at the nearest facility, or whichever facility at which you have bound yourself.

If you have not insured your items at an insurance terminal, most of your items will be left on your corpse. Luckily however, finding your corpse is a breeze as a waypoint is automatically set to show you the way.

LOOTING

If you are successful in combat or if you are retrieving items left on your corpse, loot any items left on the carcass. Double-click on the corpse to loot all items from that corpse. Or, right-click on the target, and select "Loot" or "Loot All" from the radial menu. Selecting "Loot" opens a window that allows you to loot only the items you see fit, while selecting "Loot All" removes all items from the corpse and places them in your inventory. Scouts also get the option to harvest resources from the corpse, gaining XP and organic resources in the process.



POST-COMBAT HEALING

Damage sustained in combat regenerates over time, or can be healed through the use of stimpacks. Wounds do not regenerate. Wounds reduce the maximum number of points in your Health, Action, and Mind pools.



A wound reduces an attribute's maximum value and is illustrated by black sections at the end of a player's HAM bars.



To heal Health and Action wounds, visit a Medic, Combat Medic, or Doctor at your nearest hospital. To heal Mind wounds, visit an Entertainer at your local cantina.

To heal your Health and Action wounds, visit a hospital or campsite, and solicit the help of a healing professional. She will apply Health and Action wound medpacks to heal your wounds. Or, if you

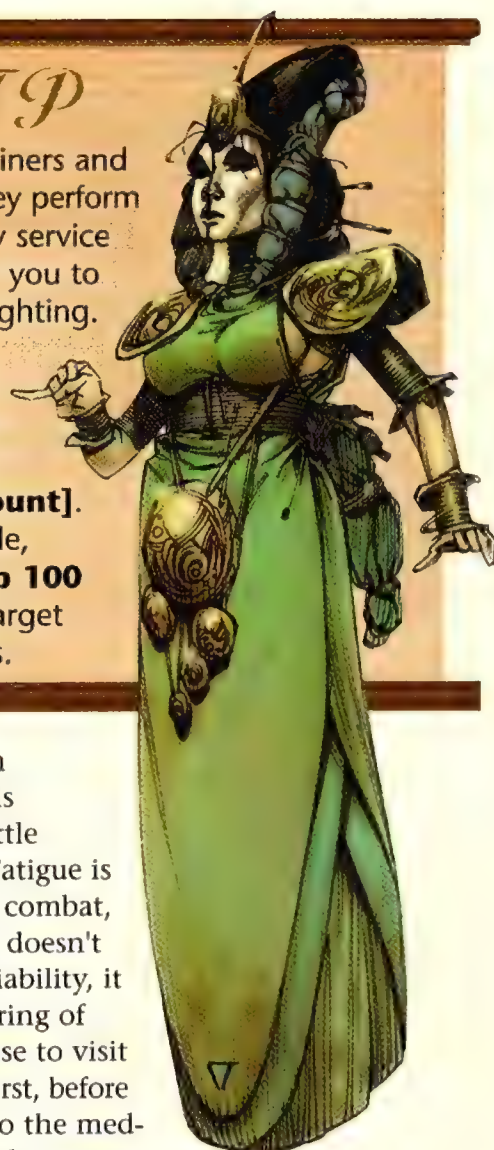
are trained as a Medic, you can purchase medpacks at dispensers and use them by opening your inventory, right-clicking on them, and selecting either "Use on Self" or "Use on Target" from the radial menu.

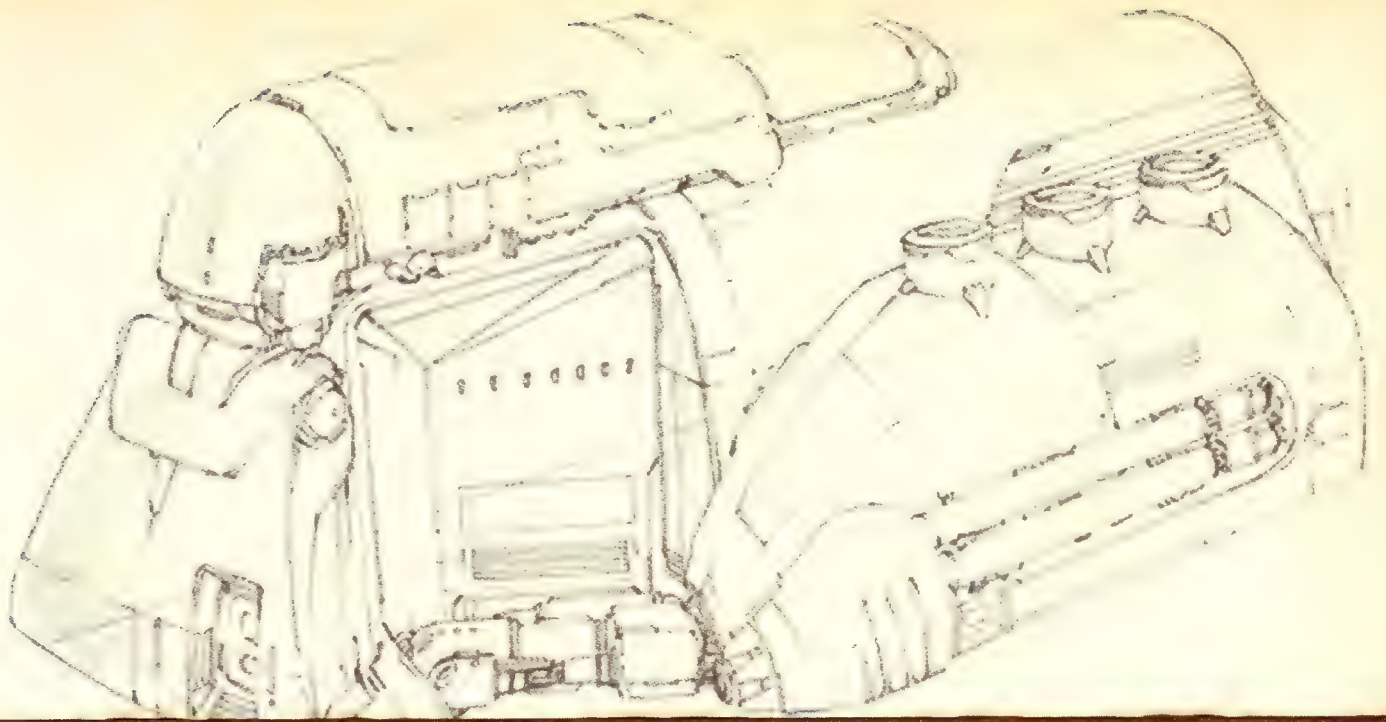
To heal your Mind wounds, visit a cantina and listen or watch an Entertainer. To listen to a musician, either target him and type `/listen`, or right-click on him and select "Listen" from the radial menu. Likewise, to watch a dancer, target her and type `/watch`, or right-click on her and select "Watch" from the radial menu.

TIP

Tip Entertainers and Healers; they perform a necessary service that allows you to continue fighting. To tip someone, select him and type `/tip [amount]`. For example, typing `/tip 100` tips your target 100 credits.

Watching an Entertainer heals wounds and Battle Fatigue. Battle Fatigue is gained through combat, and although it doesn't affect combat viability, it hampers the curing of wounds. It is wise to visit an Entertainer first, before you head over to the medical center. Check on your Battle Fatigue by pressing `Ctrl+C` to bring up your character sheet.





ECONOMY

CHAPTER 6



One of the unique things about **Star Wars Galaxies** is a player-driven economy—and we mean driven. Players can own shops to sell their crafts. You can have factories that mass produce items for sale to other players.

The lonely crafter, squatting in a corner and simply churning out goods, has been upgraded into a store owner, complete with a staff of workers.

A great many items are available only through the efforts of Artisans. The best armor and weapons, for example, are going to come about through highly skilled player characters.

Here's some background you need to know:

CREDITS

Credits are the units of currency in **Star Wars Galaxies**. It is the basis for most transactions and rewards. As the saying goes, credits make the galaxy slowly decay into dissolution through entropy...or go 'round.

You never see a physical representation of credits. They move about as numbers on your Inventory screen. However, as with all money, it's better to have more than less. Even though you don't see them, you can carry around credits on your character as cash. Cash is useful for tipping and trading, but don't keep too much on you. If you meet with a fatal accident (such as attacking a cannibal dewback by yourself) your cash remains on your corpse.

It's best to keep most of your currency in a bank.

NOTE

Find more information on how banks work in the "City Life" chapter.

Now that you have a grasp of the monetary system, it's time to talk about stuff. You can acquire items and equipment in a variety of ways. You can

find it, make it, or buy it. And if you make things, you can sell or trade them (for credits or other items).

We'll cover all those aspects of the **Galaxies** economy in a moment, but it's worth mentioning that crafting is a very important part of the game. Artisans, as they gain experience and higher skills, can branch out into several Elite professions. They can build everything from powerful weapons to droids.

Don't dismiss the Artisan career path. Imagine the wealth you'd accumulate if you are the first one on the planet able to create personal shield generators.

FINDING STUFF

Some items you simply find on NPCs you defeat in battle. Looting a corpse can yield credits, clothing, weapons, food, and myriad other items of interest and value.

The only hitch is that you have to defeat them first. There's no guarantee that they'll have anything on them. Still, hunting NPCs in the wilderness is a good way to build up your inventory. You probably won't find the very best equipment, but you will get it for free. And because items can be sold in the bazaar, you can always turn loot into cash.



A lifeless NPC can yield a bounty in credits and items.

A second way to obtain things in **Galaxies** is through theme parks. When you complete missions for the characters in a theme park, you get rewarded. Mostly the reward consists of credits, but when you get to the higher levels, you may get a special item, unavailable (or at least very difficult to obtain) through other means.

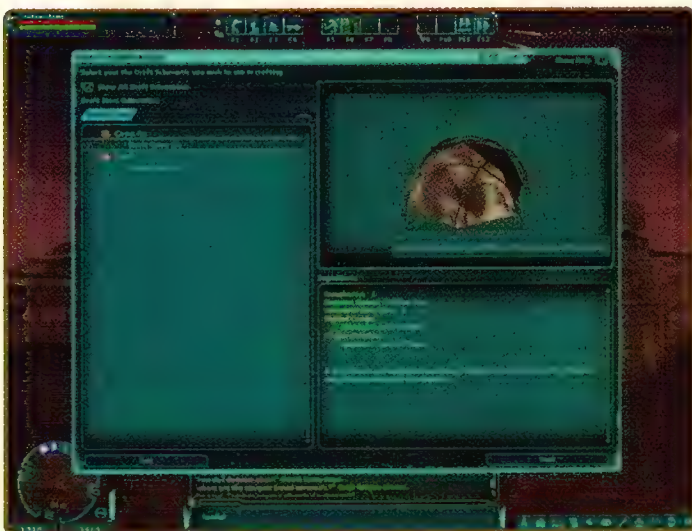


Jabba will show his appreciation for services rendered.

MAKING STUFF

Galaxies relies on the player characters for most of its items. The Artisans and their Elite professions are the ones who crank out the most powerful and potent objects. If it weren't for them we'd all be stuck with CDEF pistols and casual pants.

Many professions have limited crafting abilities—Medics can make medicines, Scouts can make camp kits—but the Artisan path is the one that leads to the most complex items. When they reach higher levels, Artisans can specialize in specific types of crafting, weapons, armor, houses, etc.



The crafting tool is the first step in making items.

This system also allows you to customize items you create. You can give pieces that personal touch so when people are shooting giant worrts they'll know they're doing it with an original brand.

For you aspiring Artisans, check out the "Crafting" section for details on how to start creating your own merchandise.



Crafting stations in towns and cities allow you to make the more difficult items, for advanced users only.

SELLING AND BUYING STUFF

For an economy to work, there must be trade. Goods for services, goods for goods, goods for credits, and so on. **Galaxies** allows for all sorts of selling, bartering, and trading. All it takes is two amenable player characters and the will to get something for something.

SECURE TRADES

The most frequently used way to shift goods around from player to player is the secure trade. Using the radial menu, target another player and ask him or her to trade with you. When he or she accepts, a window pops up.



The Secure Trade window.

Fill it up with the items you wish to trade and/or type in the amount of credits you're willing to pay. Your partner does the same.

A step-by-step sample of secure trading can be found in the "Interaction in **Star Wars Galaxies**" chapter.

Trading is not necessary for paying a player for a service. If a Medic patches you up, it's easier to simply use the **/tip** command to slip her some credits. The trading window is useful for an exchange of goods or goods for credits. When you're paying for an actual item (rather than a service) use the secure trade system. By using the window, you can ensure that you're getting what you pay for, or that you're getting the credits you deserve.

The trade has to be approved by both parties before it's completed, which protects you from getting ripped off.

THE BAZAAR



The bazaar terminals all look alike.

Most of you are already familiar with the system employed by the Galactic bazaar terminals. In the real world there are several on-line auction sites for buying myriad items at set prices or by bidding. The bazaar in **Star Wars Galaxies** runs along the same lines. Any player can access and use the bazaar. Simply walk up and use the radial menu. Here we'll take you on a step-by-step tour of putting up an item for sale.

SAMPLE BAZAAR POSTING



Use the radial menu and choose the "Browse Market" tab.



Let the data pop up and then check the tabs up at the top of the Auction List window. Click on "My Sales."



It shifts to a new window. Find the "Sell An Item" button in the center near the bottom and click on it. Another window pops up with your inventory in one frame.



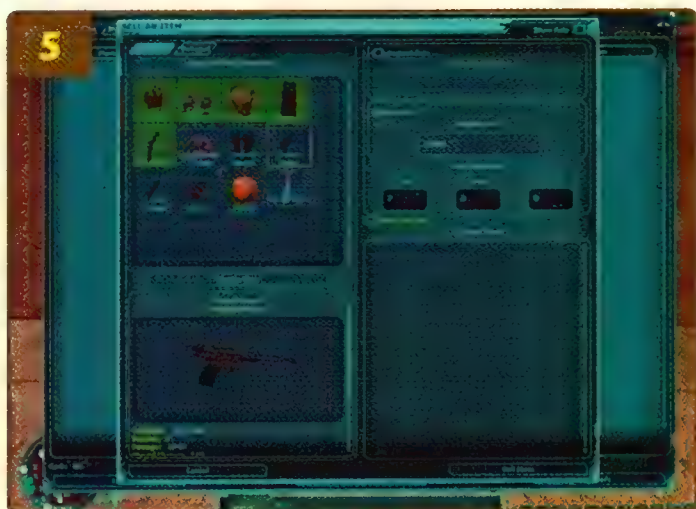
Click on the item in your inventory that you want to put up for sale. Then, in the upper right corner, decide whether you want to put it up for "Instant Sale" or "Auction."



NOTE

Instant sale means that you set a fixed price (say 100 credits) and whoever first agrees to pay that price gets the item. Auction is a bidding system. You set a time limit for the auction and people bid on the item. At the end of the time limit whoever has the highest bid wins the auction.

SAMPLE BAZAAR PURCHASE



If it's an instant sale, you set the price. If it's an auction, you set the time limit and the minimum bid. Then you can type in a description of the item. This is most useful when it's an item you've crafted and made modifications to. List the item's good points and anything that's unique about it.



Click the "Sell Item" button and it loads the auction onto the bazaar system. Repeat the process for other items or exit the bazaar.



As with the other sample, begin by using the radial menu and choosing "Browse Market."



You're taken immediately to the "All Auctions" screen. Check the location filter to choose what listings you want to see: "Entire Galaxy," "This Planet," or "This Region." Then pick out what type of objects you want to browse from the folder under the location filter. Here we've chosen "Weapons"—a popular choice.



TIP

One thing to keep in mind when using the location filter is that you have to go get items you buy from the bazaar terminal *where the auction was placed*. So if you're on Tatooine and you buy something that was put up for auction on Naboo, you have to buy a ticket to Naboo to go pick it up. Figure travel expenses into the cost. There's no shipping.

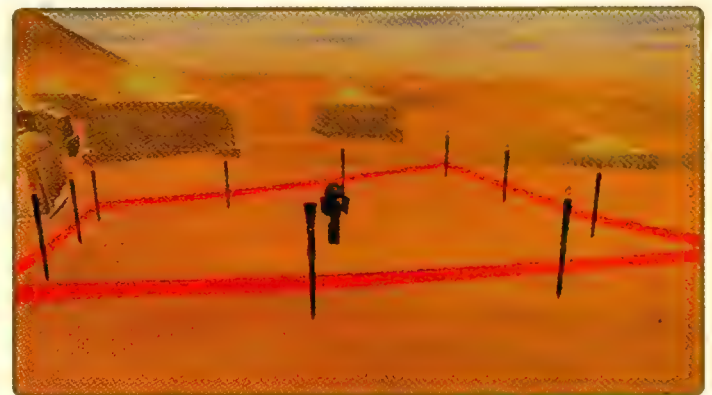


Press the "Place Bid" button and you get a new screen where you can put in your bid for the object. Type it in, click "Bid," and you're set. When the auction ends you're notified if you won. Then it's up to you to pick up the item.

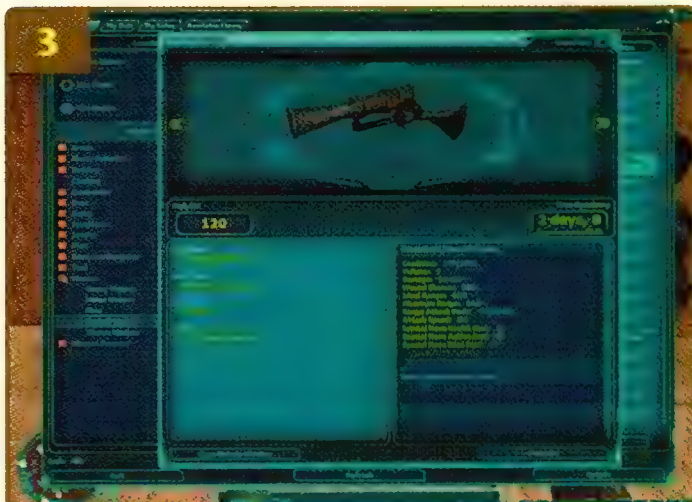
STORES

A masterful crafter can produce a lot of wares. How to sell them to the public? There's the bazaar, of course, but a more personal way of selling is to set up shop. Imagine having a store of your own, filled with merchandise of your own design, and patronized by other player characters.

First you need a building. Find a friendly Architect to get a deed for a house and set it up in an appropriate area. Once it's up, you can begin your custom.



Set your stakes and lay claim to a plot of land to build on.



Click on an entry and you get this new window. It shows you the price (or current bid), an image, and scads of information about the item and its attributes.

Don't worry, you don't have to man the shop at all times. With management and hiring skills you can get NPCs to do the day to day work. You do need product however, so keep producing items to feed into the economy.

TIP

Is someone stinking up the place? Or do you just not like a certain player? You can set your entry list to ban players from your store.

Having a store gives you an advantage over the bazaar because only your product is displayed. However, the range is much more limited. Players have to physically get to your shop to buy merchandise. Good old word of mouth can help build up a clientele, so get out there and spread the word.

TIPPING



Tip for tat, a rule to live by.

It takes up a lot of time for an Entertainer or Medic to gain enough experience to get higher skills. That

time is spent in cantinas and hospitals. And you may notice that credits don't just fall in your lap from sitting in a cantina. So, the healers don't have a lot of time to spend running around doing destroy missions for pay. They do, however, provide a seriously vital service for all you player characters who are running around getting gnawed on by beasties.

If the Entertainers and Medics were to quit, you'd be up the creek. So keep 'em happy. It doesn't have to be much, it doesn't have to be every time, but using the **/tip** command will be greatly appreciated.

Plus, the more generous you are, the more willing Medics will be to heal you. And believe us, the hospitals can get crowded.



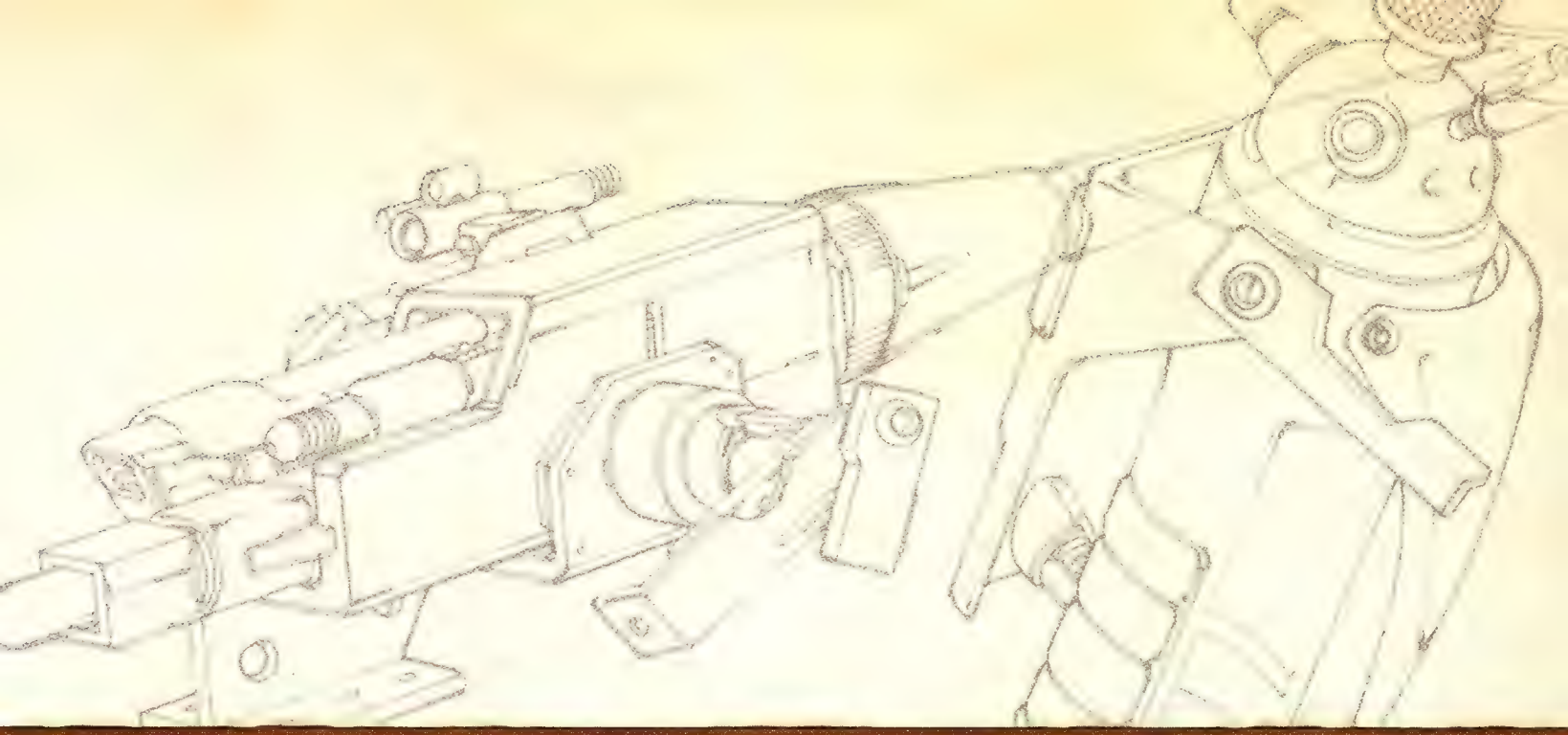
A crowded hospital can slow down the healing process. Credits help grease the thrusters, if you take our meaning.

Keep some cash in your character's inventory when you go to visit the healers. To tip someone, target them and type **/tip [AMOUNT]** in the chat input. You can also tip with money from your bank using the **/tip bank** command.

You can also type in **/tip [CHARACTER'S NAME] [AMOUNT]** instead of targeting the character.

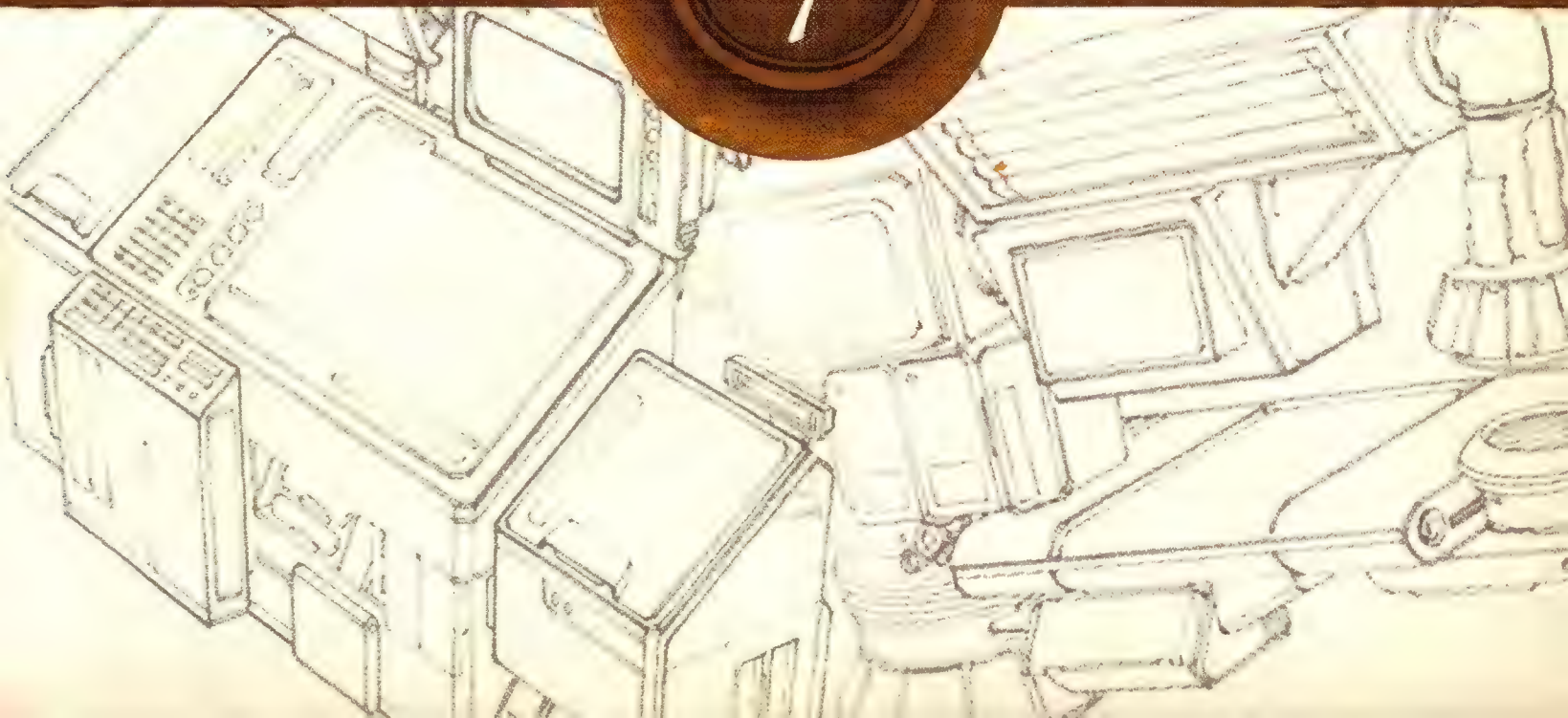
And for all you receivers of tips, show your gratitude. A surly dancer is much less likely to get compensated than a cheerful one. Say thank you.

Play nice.



CRAFTING

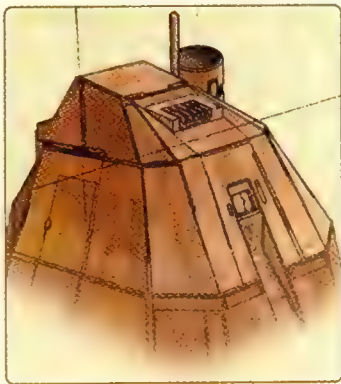
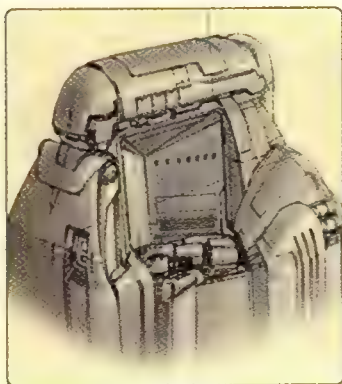
CHAPTER 7



Crafting is where most of the cool items come from. Tough armor, excellent weaponry, and stylish clothing are created by player character Artisans. Even large-scale projects, such as buildings and turrets, can be undertaken by the advanced crafters in your galaxy.

Artisans are in demand. Consider the value of an Architect on a battlefield, able to put up turrets and barracks. Or think of how important a high level Weaponsmith is to a Player Association.

It takes a lot to reach the upper heights of the Artisan profession, but it is worth your time.



SCHEMATICS

Schematics represent the blueprints for the items you may currently make with your character. As you advance, you gain access to specialty schematics. Many schematics are available only to specialty professions. Each blueprint has a complexity score that determines the crafting process difficulty, quality of the item to be made, and tools needed to build it. Schematics with a complexity rating of 1–15 can be completed with a general crafting tool. Complexity ratings of 16–20 require that the crafter use a specialty

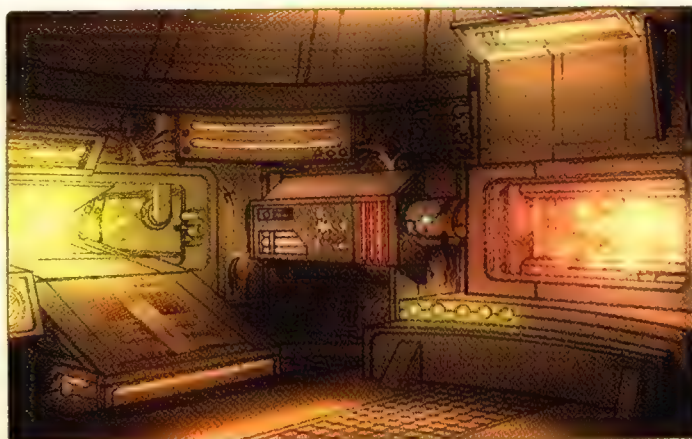
crafting tool. The most complex schematics, with ratings between 21–25, require that the crafter use a specialty crafting tool and be within close proximity to a public crafting station. More advanced crafters can make prototypes. Prototypes are used in factories to make items in bulk. A public crafting station is needed to make a prototype.

TIP

Check the "Craft Schematics" section at the back of this guide for a crafting schematics table. It has information on materials needed for all craftable items.

OBTAINING RESOURCES

To build an item, you must procure raw materials, known as resources, to fashion your product. There are three ways to obtain resources: One, purchase resources from another player at the bazaar. (See "Using the Bazaar.") Two, Scouts can extract natural resources—hide, meat, bone—from dead animals. Three, Artisans can extract the five key types of resources: mineral, chemical, gas, water, and flora from the skin of the planet on which they are. There are consequences for the pillaging of a planet. Each planet in **Star Wars Galaxies** has a limited amount of each resource, and once depleted, the resource does not return.



EXTRACTION

So long as he or she has looting rights, any character may extract organic resources from creatures. To extract resources, target the animal's corpse and hold down the button until the radial menu pops up. Move the mouse over the "Extract Resource" choice. Hold the button over it to choose to go after meat, hide, or bone. Select what you want to extract, and you strip the animal of its resource. Scouts get to choose which resource type they want and get a bonus for doing so.



NOTE

You can strip only animals of their resources, not humanoids.



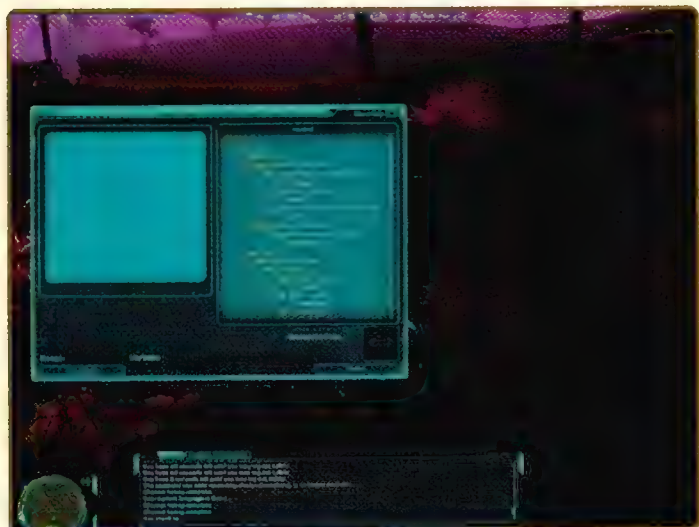
NOTE

You need to set the area only once, the first time you use the survey tool. When you gain skills within the Artisan profession and get a better range, you can reset the area in "Tool Options."

After defining your area, select "Use" from the radial menu on the device and the Survey/Sample screen appears. To the right above the survey button is a list of the possible resources you can search for on your current planet. These are specific to the survey device you're using; you won't see water as a resource when you're using the mineral survey device. Select the resource you want and press the "Survey" button.

SURVEYING AND SAMPLING

Surveying is the first step in the process of acquiring resources. Surveying is like a scavenger hunt. Call up your inventory and hold the left mouse button over one of your surveying devices until the "Tool Options" box appears. Here is where you can define the size of the area you wish to scan. As a beginner you have only one option, but as you advance you can scan larger and larger areas with more precision.



The Survey/Sample screen.

A pulse radiates from your character as you survey. The left window fills with information if there are any resources of your selected type near by. The percentages on the screen represent the presence of that specific resource in that area. Where percentages are blue, amounts of the resource are diminishing. Gray percentages indicate a static level of resources, while red percentages indicate an increase in resources in that direction.



The survey is finished and information fills your screen.

Star Wars Galaxies creates a waypoint inside your scanning area over the highest increasing percentage of resources (the highest red percentage number). Head for the waypoint, stopping in the blue light shaft.

After you find a high concentration of resources, stand still and press the "Sample" button. Your character kneels and extracts resources. If the percentage is too low, you get a message saying you were unable to extract any samples. Stand up and survey again. This part is like scavenger hunting—you move from one area to the next until you find a high enough concentration to extract resources.

When you find a high enough concentration, your character can extract resources. Pulling up the minerals, gases, or liquids you're looking for costs Action and Mind points. The extraction process, however, is automatic. With each successful extraction you gain experience, and a small amount of the resource enters your inventory. Leave your character at the sweet spot for several minutes and he or she keeps extracting until you get a message saying you can no longer find resources in your location or until your HAM bars get too low and you have to rest.



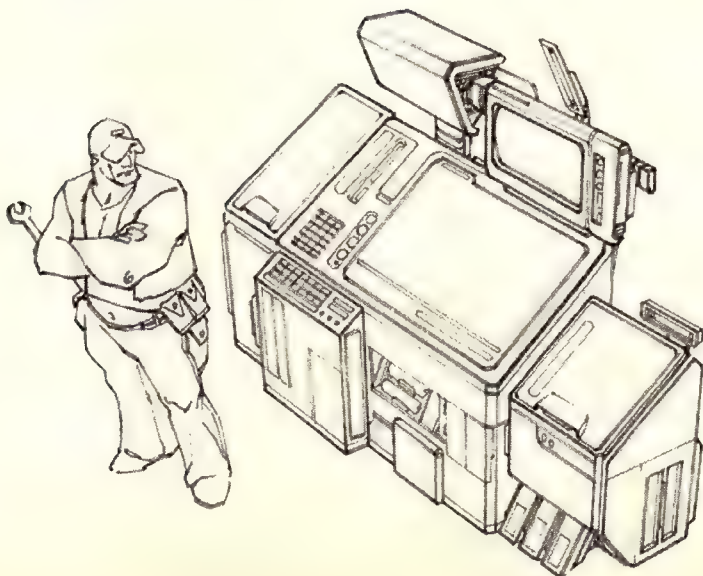
TIP

Make sure no hostile mobs are near by when you are sampling. You cannot fight while sampling, and kneeling makes you an easy target.

BASIC CRAFTING: BUILDING A CHEMICAL SURVEY DEVICE

Start by procuring 27 units of metal, anything from copper ore to steel. The higher quality the metal, the better your survey device will be, so procure steel. Select "Use" from the radial menu on your general crafting device.

The Draft Schematic screen appears. Click the General Item tab from the list above the left window. Inside is a list of different tools and items you may craft. Highlight the chemical surveying device under the survey tool list. In the right window, all relevant details of the item appear: how much and what type of resources are needed to create the item and other pertinent statistics.



The Draft Schematic screen.

With the chemical survey device highlighted, press the next button and the Item Assembly screen appears. All resources in your inventory compatible with the chemical survey device are listed in the upper left box. Single click the stack of metal you have collected. Notice that the materials statistics are listed below and the four boxes under draft schematics have become green. The green highlight means that specific material is compatible with each of the four pieces.



Drag the metal stack over the assembly enclosure and release. Leave your mouse over the assembly enclosure to see the statistics for this chemical survey device piece. Repeat this process for the remaining three parts, then click the "Assemble" button. As a fail safe, you're asked you if you are sure you want to create this item. If you are sure, select "Yes." After a second, a crafting summary appears showing the vital statistics of your new item.



Press the next key to access the Item Customization menu. Here you can rename your item; however, it is recommended that you use the default name. For the final step, click "Create Object" and you're prompted one last time for confirmation. After you choose "Yes," your crafting tool empties its hopper into your inventory.

EXPERIENCE

Star Wars Galaxies™ awards experience to crafters in two different ways. First, for each item crafted the maker receives experience. This is known as CXP or crafting experience. Second, when the item is used, the crafter receives more experience. This type of experience is often referred to as UXP or user experience.

The successful crafters use UXP to their advantage. If a crafter makes items that are in high demand, many people purchase the items and the crafter can just watch the UXP rain down. Common strategies include giving out color coordinated clothing to Entertainers and making crafting tools for other classes such as Medics.

UXP is different for different types of items. Consumable items awards UXP equal to 50% of their CXP. Deeds have UXP of 100% of the CXP, and everything else gives UXP at 150% of the CXP.

It is wise to replace most or all of your own gear. And while you can make chance cubes and roll them a couple of dozen times for small amounts of UXP, the reward is small. Being a good crafter means more than endless hours of hunting down resources and crafting innumerable basic items; you must be an astute observer of the economy and trends in demand.



ADVANCED CRAFTING

To get into the crafting game full force, you need some heavy-duty abilities and the machines to help you use them. It takes a while to get to this level, but when you do, you'll get the attention of players looking for quality goods.

EXPERIMENTATION

With experience comes skill and the ability to tinker with the basics of items. Experimentation allows crafters to change things such as the maximum damage output of a rifle or the durability of a piece of armor. To experiment on an item, you must be targeting a public crafting station specific to the type of item you are creating. Begin by crafting the item on which you wish to experiment. If you have the requisite skills, you're prompted with a screen before item finalization allowing you to make minor adjustments in the item's statistics. However, every change you make to the item affects the item's overall complexity, and thus your chance of a critical failure.



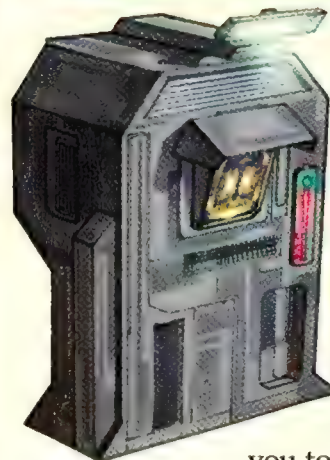
Experimentation crafting screen.

RESOURCE HARVESTERS

Tired of endlessly seeking out resources just for small amounts of material? Resource harvesters are the key to mass production; they gather resources while you are offline and do so with more efficiency than any player. Unfortunately for beginners, resource harvesters are only available to higher-level artisan.

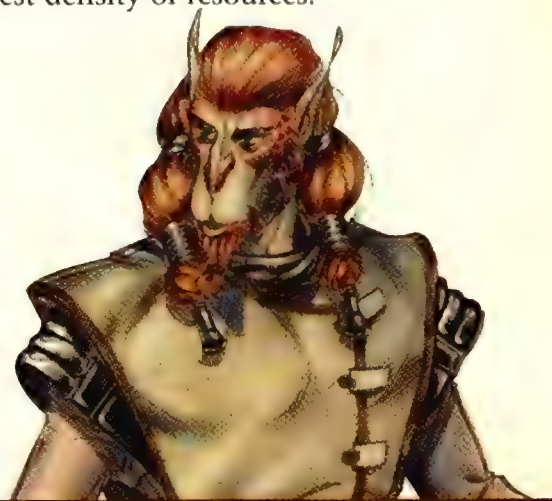
TIP

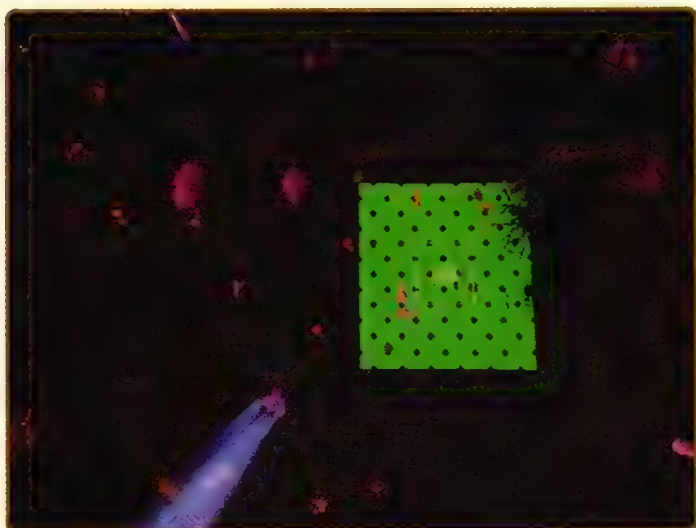
Harvester deeds can also be purchased from other players at the bazaar terminals.



When you have a harvester deed, find a spot that is rich in several types of resources. Make sure you are well away from any city, and that you will be safe from attack for the next few minutes. Select "Use" from the radial menu. The

Structural Placement window appears, allowing you to choose the location of your harvester. Try to place your harvester in the highest density of resources.





Harvester placement.

In the Structural Placement window you can scan your surroundings using the arrow keys. Around your mouse is the outline of your harvester. If the entire outline glows green, then you may place the harvester, but if any part glows red you must find a different location. A single right mouse click rotates your harvester by 90 degrees. Single click the left mouse button to place your harvester.

TIP

Star Wars Galaxies informs you when construction is complete, or you may select "Status" from your harvester's radial menu.

When your harvester is complete, select "Structure Management" from the harvester's radial menu. To set which resource you would like to extract, select the "Change Resource" button on the Machinery Control screen; select your resource from the menu and the concentration percentages appear. Press "OK." "Operate Machinery" is an option on the sub-menu, which takes you to the harvester window.



TIP

You can name your harvester anything you'd like, such as "Vampire of Tatooine."

Select "Turn Harvester On" to begin harvesting. Notice that "Harvester Progress" gives a real-time update of units harvested, while the "Efficiency" represents the prevalence of resources at the harvester site. To claim your well-earned resources, choose "Hopper" from the Machinery Control screen, followed by "Retrieve." To empty your hopper onto the ground, select "Dump Hopper."



Like all items in **Star Wars Galaxies**, harvesters degrade. You must pay maintenance fees to keep your hopper running smoothly. If you fail to pay, your harvester stops working. If you wish to move your hopper to a better location, you must have the maintenance fees paid in full or you lose your harvester.

Just like homes, harvesters have a permission manager; here the harvester's owner can set who may use the harvester. To give permission to a character, type **/setpermission hopper [player's name]**. To remove a person from the list, repeat the process. The harvester's owner may also select administrators who have the same rights as the owner, except that they cannot remove the owner. To set an administrator, type **/setpermission admin [player's name]**. To remove an administrator repeat the process.

FACTORIES

When you're ready to mass produce a special item, think about building a factory. You need a good design, a lot of resources, and some credits in the bank.

Getting a deed for a factory is a matter of finding (or being) a willing Architect to help you out. You can haggle over the price. This is a one-time cost, though you have to pay maintenance on the factory just like other buildings.

You also need a lot of resources. Cranking out large numbers of items requires a lot of raw material to work from. It's a good idea to have your own

mines or a lot of material at your disposal. Because resources are limited, you could get gouged by another player if you have to rely on him or her for the resources you need.

You need a manufacturing schematic. Chances are that a good design started this whole process (you made a great blaster and know it will sell in quantity). And chances are you made that design yourself. You need to turn that into a manufacturing schematic at a public crafting station before you can feed it into the factory to get those assembly lines running.

When all the pieces are in place, you have a manufacturing plant all your own, churning out copies of an item that you can then put on the market. Sell, sell, sell.

ARCHITECTURE

Sometimes it's not enough to wander from one cantina to the next. Having no fixed address, no place to put your trophies and spoils from all your adventures can wear a player out. And if you want to move into the big time as a crafter, you need a place to peddle your wares. This is where architecture comes into play.

DEEDS

Deeds represent both the schematics for the building, as well as the necessary materials. Artisans can craft a wide range of deeds, everything from player homes to factories. Because the deed represents all needed materials, these deeds may be sold to other players and used without any skill in crafting or architecture.

BUILDING A HOUSE OR SHOP

To build a house, you must first procure a deed. House deeds are produced by Architects and can be bought and sold over the bazaar. Placing a house is identical to placing a harvester. First you must be a good distance from any city. Choose "Use" from the

radial menu of your deed. A topographic view of your area is created. Move about the area with the arrow buttons. The entire house must glow green for you to place it at a location. Right click to rotate the house 90 degrees, left click to place the house, and **[Esc]** to quit.

When your marker is placed, you have to wait for it to build. **Galaxies** informs you when your house is complete. As with harvesters, you need to pay a maintenance fee for house upkeep.

When your home is built you need to make several decisions. Bring up your home's radial menu. The "Privacy" option allows you to choose a private or public home. To allow a player into your private house type **/setpermission entry [player's name]**. To set an administrator type **/setpermission admin [player's name]**. Repeat to toggle the person off any list. If you wish to set up a shop, you must make your house public. Public buildings



have a unique feature: ban. You may ban a person by typing **/setpermission ban [player's name]**. Second, if you do not already have a residence, you may declare this structure your home. You may have only one residence at any give time. As with all structures, you must have all maintenance fees paid to remove your house without losing your deed.

SHOP MANAGEMENT

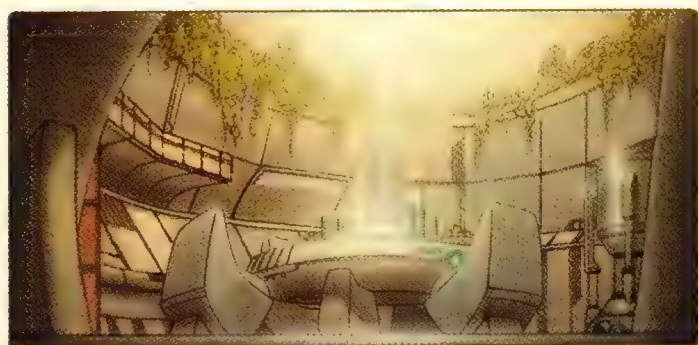
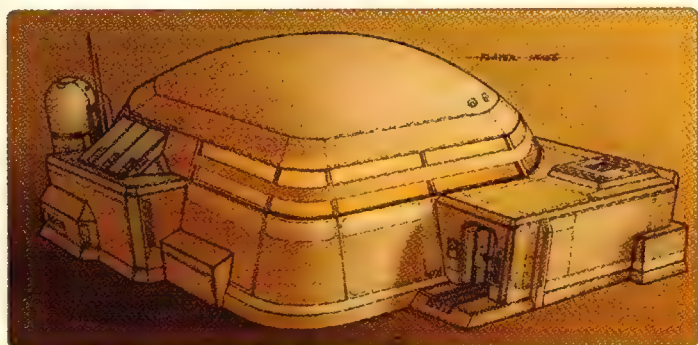
After an Artisan has reached the Business III skill, he or she can place a vendor. The Artisan must have administrative rights to the house and the house must be public. To access the list of vendors you have placed select "Vendor List" from the building's radial menu.

The vendor is an NPC that you control. You don't have to be there for every interaction—you set them up to respond to player characters and take care of the business of the shop (selling).

At first your vendors are limited and have little personality. If you decide to specialize in the Merchant profession, you gain skills to customize your vendors and make them a better reflection of your style.

Vendors take care of the shop by being there for players to interact with and buy products from. They cannot restock. You have to make arrangements for that (see the "Factories" section).

Leaving your store in the care of a vendor allows you the time to enjoy life in the galaxy, searching for more raw material, creating new schematics, and hanging out in cantinas.





PROFESSIONS

CHAPTER
8



THE THINGS YOU DO

In *Star Wars Galaxies™: An Empire Divided*, you can choose a career path for your character. As discussed earlier, you start by choosing from the six starting professions: Artisan, Brawler, Entertainer, Marksman, Medic, and Scout.

As you play, you gain experience and build up your skills. Eventually you can move up to an Elite or Hybrid profession. These "second tier" careers are specialized, giving you the chance to pursue specific aspects of the base careers or combine the skills of two basic paths. It can take some doing to get up to an Elite profession, and even more to break into the Hybrid paths.

You're not locked into a path. You can dabble in several professions at once with one character. It's possible to become a jack-of-all-trades, with skills in all six starting professions. However, if you want to reach the heights of a career, you need to narrow your focus. This section gives you the information to make knowledgeable profession choices.

SPECIES BONUSES

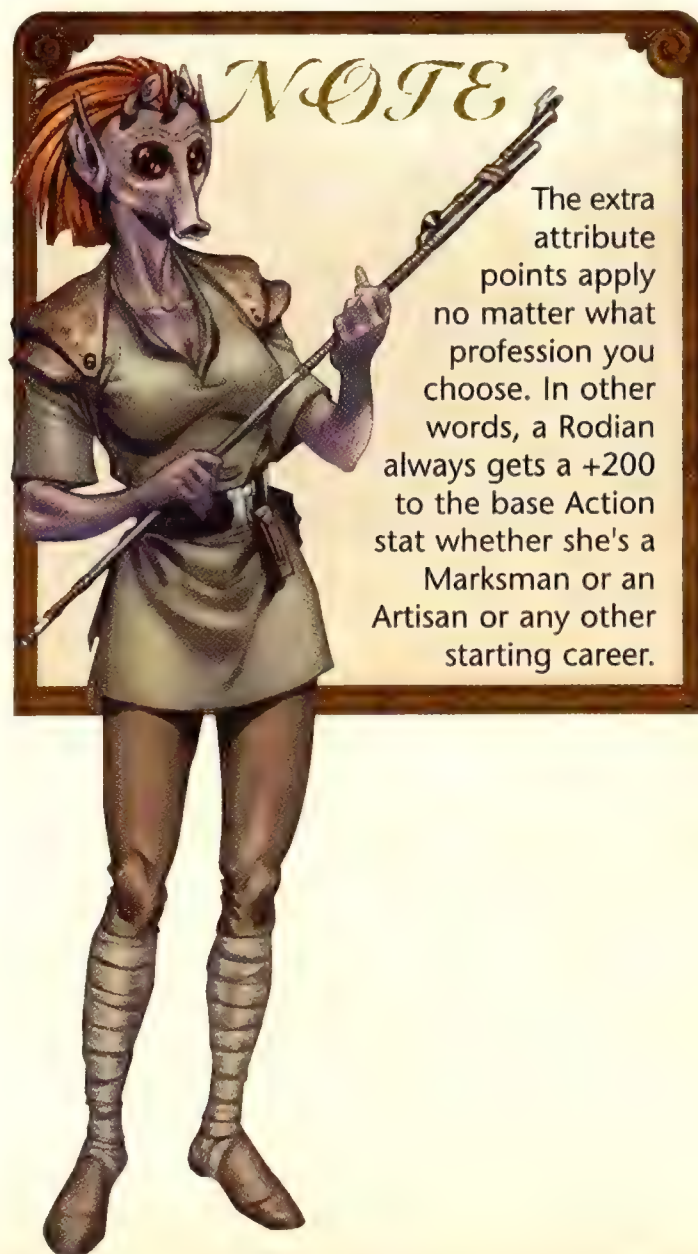
The species you choose to play affects the number of attribute points you have. Each profession has a base number of attribute points: 4,500. The type of profession determines how the attribute points are distributed among the nine attributes. Combat jobs rely on higher Health statistics, at the expense of Mind, while it's the opposite for non-combative professions.

Each species has extra points to contribute, some more than others. For example, humans get a +100 points boost to each of the nine attributes, bring their total to 5,400 points. Wookiees are the most robust characters, with an extra 1,600 points, for a total of 6,100.

Each species also has some species modifications (or "mods"). These are bonuses to skills that you can learn as you play. For instance, Bothans have a +10 bonus to the Camouflage ability. However, you must gain that ability before the bonus can be applied. So a Bothan who's purely an Entertainer won't have any use for that mod.

Some mods don't apply directly to a skill, but help you resist certain attacks, such as the Zabrak Defense vs. Dizzy at +10.

Here we list each species' attribute point bonuses and skill mods.



PROFESSIONS

SPECIES ATTRIBUTE BONUSES

SPECIES	HEALTH	STRENGTH	CONSTITUTION	ACTION	QUICKNESS	STAMINA	MIND	FOCUS	WILLPOWER
Human	+100	+100	+100	+100	+100	+100	+100	+100	+100
Rodian	+0	+0	+0	+200	+200	+450	+0	+0	+50
Mon Calamari	+0	+0	+0	+0	+0	+150	+300	+300	+150
Bothan	+0	+0	+0	+300	+300	+100	+100	+100	+100
Wookiee	+350	+350	+150	+200	+100	+100	+100	+150	+100
Twilek	+0	+0	+250	+250	+300	+0	+100	+0	+0
Trandoshan	+250	+300	+400	+0	+0	+0	+0	+0	+100
Zabrak	+200	+0	+0	+300	+0	+0	+0	+0	+400

HUMAN MODS

Leadership	+10
Artisan Experimentation	+15

RODIAN MODS

Defense vs. Blind	+15
One-handed Weapon Accuracy	+10
Two-handed Melee Accuracy	+10
Weapon Assembly	+10

MON CALAMARI MODS

Alertness	+15
Weapon Assembly	+10
Structure Assembly	+10

BOTHAN MODS

Camouflage	+15
Cover	+10

WOKIEE MODS

Trapping	+10
Creature Taming	+10
Rescue	+10
Warcry	+10
Wookiee Roar	+1

TWILEK MODS

Wound Healing (Dancing)	+15
Wound Healing (Music)	+5
Battle Fatigue Healing (Dancing)	+15
Battle Fatigue Healing (Musician)	+15

TRANDOSHAN MODS

Unarmed Accuracy	+10
Unarmed Speed	+5
Unarmed Damage	+15
Melee Defense	+10
Creature Harvesting	+10
Private Innate Regeneration	+1

ZABRAK MODS

Defense vs. Dizzy	+10
Defense vs. Stun	+10
Defense vs. Intimidate	+10
Anti-Shock	+5
Equilibrium	+1
Vitalize	+1

SKILL TREES



Each profession has a skill tree with 18 sections: a root at the bottom, a crown at the top, and four branches. Each of those branches has four sections. Those branches each represent a field of study or ability. In other words, for Marksman, you have a branch for Pistol skills, one for Carbine skills, one for Rifle skills, and a fourth for Range Weapon Support skills.

To advance your abilities in a branch, you have to first gain the experience points, then pay for the training. So, if you were a Marksman and wanted the Intermediate Pistol skill, you'd need 5,000 points of Pistol Weapons Experience and enough credits to pay a Marksman trainer to teach you.

You can progress up the branches individually. You could reach Rifle Specialist, the top box of the Rifle skills branch, without making any headway in Carbine skills.

To reach a second tier profession (an Elite or Hybrid profession) you need to reach the top of the corresponding branches. Sometimes you need to fully master a starting profession to reach a second-tier career. For example, to become a Doctor, you need to reach

the top of all four branches of the Medic profession and earn the Master Medic box at the crown of the Medic skill tree. For other professions, you may need to complete only specific branches of a starting profession. For instance, to be a Creature Handler, you need only reach the top of two of the Scout branches.

When you move up a branch, you often are awarded new modifiers (mods) and/or commands. These perks improve your abilities, making your character more formidable. The mods are cumulative, so the higher you get on the skill tree, the more easily and efficiently you can perform your tasks.

TIP

Study your skill trees as you progress. It can be hard to accumulate experience points, so spend them wisely.

SKILL POINTS

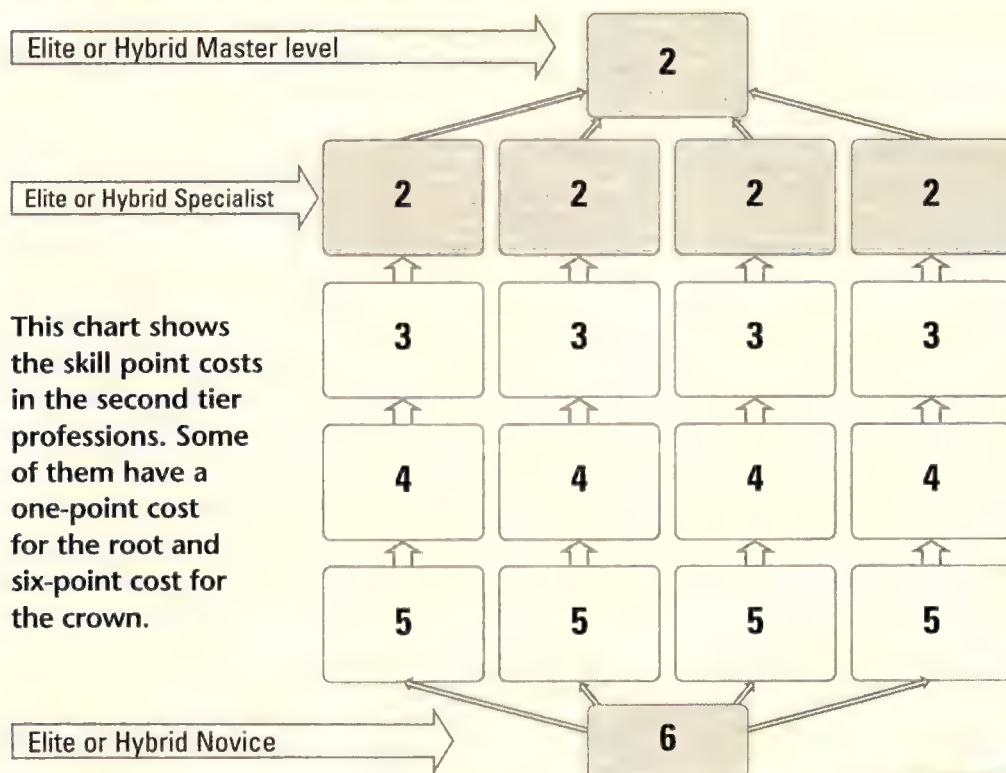
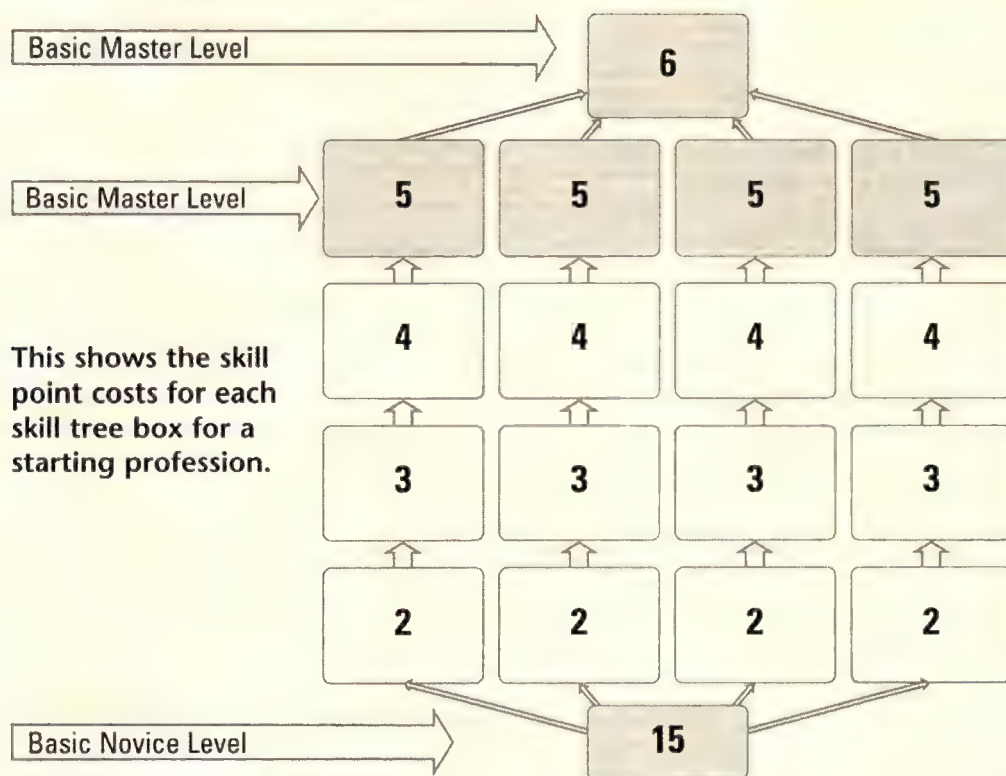
There's a cost for skills that is less obvious than experience points and credits. Each box on the skill trees costs a number of skill points. Every character starts with the same number of skill points, 250. You cannot earn more of them; 250 is your limit.

This is what prevents you from climbing each and every skill tree with one character. You have to monitor your skill point expenses so you can get the career you want.

As stated previously, each box on a skill tree costs skill points. For example, the Novice box at the root of every basic profession costs 15 skill points. So if you were to learn each of the six starting professions, you'd spend a whopping 90 skill points on just the root skills. That leaves precious little to use on higher end skills, so it's to your advantage to specialize a bit.

The branches of the basic professions also have a standard skill point price. The first box from the root costs two skill points, the next one up costs three, the third box costs four points, the fourth box costs five. The crown of a basic skill tree costs six skill points. So to fill out a basic skill tree, you'd have to spend 68 skill points. Check out the sample skill tree for a visual.

PROFESSIONS



SECOND TIER SKILL POINTS

When you move on to an Elite or Hybrid profession, the skill point costs change. Each tree for the second tier professions is constructed the same as the basics (root, branches, and crown). Most of them cost six points to earn the root skill and two points to get the crown. Some Elite professions, however, cost only one skill point to gain the first skill box and six to get the crown.

The one-point roots are for Elite professions that you can go into after completing only one branch of a basic profession. For example, if you earn all four skill boxes in the Pistol Weapons branch of the Marksman tree, you can move on to Pistoleer without doing anything else as a Marksman. And moving into the Pistoleer skill tree only costs one skill point. When you reach the top, however, you need to spend six skill points to gain the crown.

Whether it's a one- or six-point root, all the branches of the Elite and Hybrid professions have the same costs. They are inverted from the basic skill trees in that the first box costs five skill points, the second costs four, and so on. Refer to the sample second tier profession skill tree to see how the skill points fall.

EXPERIENCE POINTS

In *Star Wars Galaxies™: An Empire Divided*, when you choose a profession, it enables you to gain experience points (also called "xp") for engaging in specific tasks. As a Marksman, you get points for using guns, an Entertainer gets experience by dancing or playing music, and so on.

These points help you advance along your profession's skill tree. You'll need a lot of points.

Experience points are broken up by categories. Each branch of a skill tree could require a separate type of experience points. The Marksman tree, for example, has a branch that requires Rifle Weapon Experience, one for Carbine Weapon Experience, one for Pistol Weapon Experience, and the fourth needs Combat Experience points.

Check your Skills screen using **[Ctrl]+[S]**, and you'll notice a window for Current Experience Points. It lists the type of experience you've earned and how much you have of each.

When you reach the required amount of experience for the next skill level, you can find a trainer and improve your abilities. When you rise to the next skill box, you "spend" your accumulated experience. So, if you have 6,000 points of xp and gain a skill level that costs 5,000 points, you're left with 1,000 xp. You have to earn more to get the next level.

TRAINING

To move up in the skill trees, you need to find the appropriate trainer. The "City Life" chapter of this guide contains a step-by-step walkthrough of the training process. Here we'll give you a quick run down of the basics.

The easiest way to train is to find an NPC teacher. In a city use the **/find** command to get to

the appropriate trainer (or look at the city maps in this guide). You need an instructor in the profession in which you're advancing. Make sure your wallet's full of credits, because the trainer will take a bite out of your finances to teach you.

If you don't want to spend the money, but can afford taking more time, find a player character who can teach you the skill you're looking for. He or she may want cash or some other consideration, but that will most likely be cheaper than what an NPC would want.

NOTE

A player character cannot train you in a novice skill. In other words, you can learn the root skill for any profession's skill tree only from an NPC.

EXPERIENCE POINT CAPS

You need to train soon after you gather enough points to get the next level. If you keep hunting (or dancing, or healing) after you get enough xp to gain a skill level, you top off and don't gain any more points.

This is to prevent exploiting the experience point system. For example, if you're a Brawler and you raise your skill level in Unarmed Combat, the lower level creatures become easier to defeat and are worth less experience. But what if you simply refused to train and hunted low-level beasts for days? The risk is minimal because they aren't vicious, but you still gain maximum experience points.

The xp caps force you to gain higher skill sets, and that forces you to go after more challenging prey. So, keep in mind that you have to train up and make progress through your skill trees.

SURRENDERING SKILLS

So let's say you've been building up as a Scout, but also raised a lot of your skills in the Marksman tree and the Medic tree. You spent a lot of skill points becoming a better healer and blaster-slinger, but

now you want to move on to the Creature Handler Elite profession and the skill points are getting scarce.

No worries. You can abandon skills to regain the skill points you spent on them. In our example, let's say you've gotten to Expert Rifle Skill in the Marksman tree. Highlight it in the Skills screen and choose the "Abandon Skill" option. You get back four skill points to spend elsewhere.

When you abandon a skill, however, you lose the mods and commands that came with it. And you do not regain the experience points you used to get that skill. So choose carefully when abandoning a skill.

NOTE

You must abandon skills from top to bottom. That is to say, if you are up to Expert Rifle Skill, you cannot abandon Advanced Rifle Skill (the skill box one below the Expert box) without first getting rid of the Expert level.

TIP

Abandoning skills won't become an issue until you're seeking an Elite or Hybrid profession. You can dabble in many skill trees before having to worry about running out of points. However, have an idea of where you're headed so you don't waste too much time on skill trees you'll eventually get rid of.

STAT MIGRATION

Galaxies has a flexible system for player characters. With a single character, you can start in one profession and dabble in others, or abandon your starting career and take up a new one.

To do this, you must understand a few things. You know about abandoning skills and the skill tree system. The last piece is stat migration.

Call up your character sheet (**Ctrl+C**) and check out the "Stat Migration" button at the bottom. Click on it, and you come to the screen where you can adjust your character's attributes. You can't add points, but you can take from one stat and give to another.



Here you can control your character's attributes.

For example, if you have a 1,000 Health attribute rating and a 500 Constitution, you can shift points from one to the other. You could take 100 points from your Health and add them to your Constitution to boost it to 600, leaving your Health at a robust 900 points.

At the beginning, after you create a character, you are given the choice to mess with your attributes. If you make changes at that point, the attributes shift. However, after you're in-game, stat migration takes a long time. Tinker with it to get the feel of the changes before making any large commitments.

Stat migration comes into play if you want to make a major career change. If you've been focused on a combat-intensive profession and want to settle down into a more mental line of work, you have to make some big shifts away from Health and toward Mind. There may be limits as to how much of a shift you can make, but if you want to keep the same character and move into a new profession, you have to use stat migration.

CAREER CHANGE

Let's assume you've decided to make a change in your character's life. We've already covered the points you need to understand: skill trees, abandoning skills, and stat migration. All that's left is putting it all together.

More than likely you won't so much change careers as change your focus. You may have been going up the Medic and Entertainer trees, but now want to make your character more combat oriented.

TIP

If you want to change your profession (that is to say, give up your previous skills) start a new character. Either way, you'll be starting from scratch.

First decide where you want to go. Perhaps the Medic/Entertainer wants to become a Combat Medic. In that case, the Entertainer skills can be abandoned in favor of Marksman skills. Don't dump the extraneous skills all at once. Get rid of them when you need skill points. Until that time, you may find the Entertainer abilities useful.

Because, in our example, the character needs to be more combat ready, you'll have to move around some attributes. Health and Constitution will need a goose, so shift some points into those stats.

That's all there is to it. Figure out where you want to go, decide what stats need to be changed, and abandon extraneous skills as you need the points.

THE PROFESSIONS

The rest of this chapter provides information on the professions. You'll find a breakdown of the starting professions with information and tips about how to play those character types and how the species you choose can affect the career you follow.

The Elite and Hybrid professions' skill trees are also detailed. Those second tier careers stem out of the basic six, so those sections lack minutiae.

However, we have added advice and commentary from LucasArts employees for each of the higher professions. You get insight from the people who have been living and breathing this game for years.

Each job has its own flowchart, which you can use to find the various paths open to you and

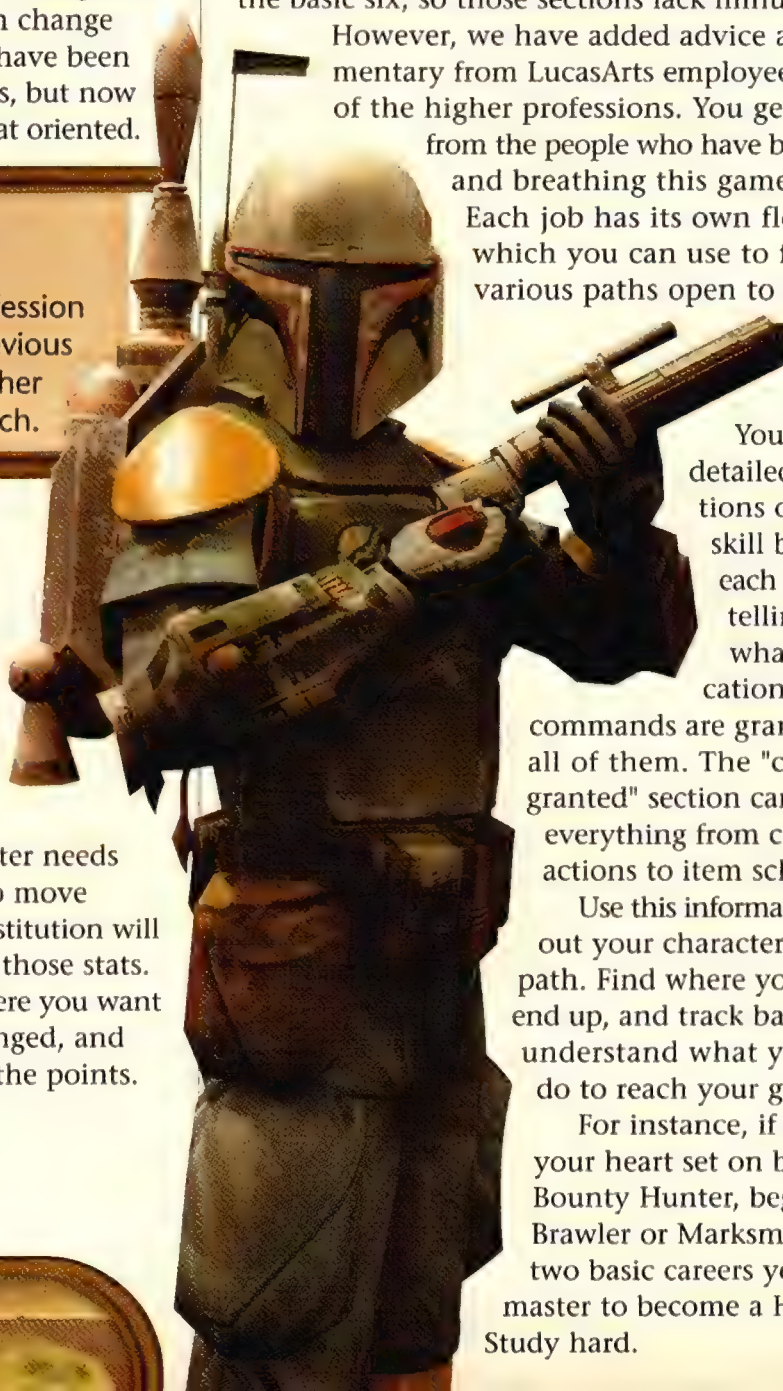
see what skills are available.

You'll also see detailed descriptions of each skill box for each profession, telling you what modifications and

commands are granted for all of them. The "commands granted" section can include everything from combat actions to item schematics.

Use this information to plot out your character's career path. Find where you want to end up, and track backward to understand what you have to do to reach your goal.

For instance, if you've got your heart set on being a Bounty Hunter, begin with a Brawler or Marksman (the two basic careers you need to master to become a Hunter). Study hard.



THE STARTING PROFESSIONS

THE STARTING PROFESSIONS

These six professions are the ones available to you at the beginning of the game. They lead to all the other careers, but you have to spend some time working your way up the various branches before you can step up to the second tier.

ARTISAN

If you think the heat of battle is just too hot and sticky, then you're probably more suited to a profession that deals with the creative rather than destructive side of life. Perhaps you want to be the one to whom others come for their equipment, having heard of your deadly accurate blasters or thick protective armor. Or maybe you simply want to accumulate wealth by selling your wares. Whatever your motive, the Artisan profession is for those who want to create items for other players to use. Food or droids, weapons or clothing, the Artisan path leads to them all.

Artisans are brain, not brawn. It takes a sharp mind and quick hands to manipulate raw material for the Artisan leans toward the brain and dexterity:

ARTISAN BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	600
Strength	300
Constitution	300
Action	800
Quickness	400
Stamina	300
Mind	900
Focus	400
Willpower	500

The base Artisan stats for all three of the Mind attributes are the highest for any profession. That makes sense. It also follows that an Artisan's Constitution attribute is the lowest of them all and the Health and Strength stats are tied with Entertainer for lowest. It's an easy picture to draw: Artisans are not the rugged type.

Being an Artisan involves a bit of exploration when you go out surveying. To make objects, you need raw material. Metal, chemicals, flora, bits of fauna, and liquids are all necessary to the Artisan's craft. To get them, you need to survey the land and dig up your building blocks. So you may have to tromp about in the wild lands even if you are a sensitive *artiste*.

NOTE

More information on crafting and surveying can be found in the "Crafting" chapter on page 95. It is imperative that you read that chapter if you're going for a career as an Artisan.

Initially you can craft only simple things. Doing so gives you General Crafting Experience that you can use to raise skills in three of the Artisan skill tree branches. One branch is for engineering, one for domestic arts, and one for business. Each of those three branches leads to Elite professions. See where each goes, and focus on the one you want. When you go out to survey, you get Surveying Experience, which you can spend on the fourth branch of the Artisan skill tree.

You can also work up all four branches and become a Master Artisan, highly skilled in all of the different aspects of crafting. When you first start, however, you can make only a limited number of reasonably simple general items.



SPECIES

The different species have their own pluses and minuses for each attribute. Here you see how those numbers play out with the Artisan profession, plus a few modifiers that a couple of species have:

ARTISAN PROFESSION SPECIES STATS

SPECIES	HEALTH	STRENGTH	CONSTITUTION	ACTION	QUICKNESS	STAMINA	MIND	FOCUS	WILLPOWER
Human Artisan	700	400	400	900	500	400	1,000	500	600
Bothan Artisan	600	300	300	1,100	700	400	1,000	500	500
Mon Calamari Artisan	600	300	300	800	400	450	1,200	700	650
Rodian Artisan	600	300	300	1,000	600	750	900	400	550
Trandoshan Artisan	850	600	700	800	400	300	900	400	600
Twi'lek Artisan	600	300	550	1,050	700	300	1,000	400	500
Wookiee Artisan	950	650	450	1,000	500	400	1,000	550	600
Zabrak Artisan	800	300	300	1,100	400	300	900	400	900

ARTISAN SPECIES MODS

SPECIES	MODIFIER	VALUE
Human	Artisan Experimentation	+15
Mon Calamari	Weapon Assembly	+10
	Structure Assembly	+10
Rodian	Weapon Assembly	+10

Looking over the different choices, you see that several species are well suited to creation. Trandoshan seems the weakest, but not by much. While low in Action, the Mon Calamari have outstanding Mind and Focus stats, with great Willpower. That will serve you well. Add to that the species mods for Weapon and Structure Assembly and if you want to be a Weaponsmith or Architect (looking ahead to the Elite professions) then Mon Calamari is your obvious choice.

However, Humans have a modifier of their own that works along all the crafting lines. Plus they have excellent numbers in the primary Artisan attributes. And you can't forget the Wookiees or the Rodians either. It's almost an open field for you crafter types. Whatever species you pick, you won't be hampered by their attributes.

TIP

Remember you can use the stat migration feature to move attribute points around. So you can prop up weaknesses that your species choice may have.

THE STARTING PROFESSIONS

TACTICS

There aren't any combat tactics for the Artisan profession. However, we can give you some tips for playing a crafter.

First off, think ahead to your Elite profession. Do you want to be a Weaponsmith? Or a Tailor? When you know, spend your experience points in the branch of the skill tree that gets you there. Don't muck about in the two other branches, because it only drains your hard-earned xp. This doesn't apply to Surveying Experience.

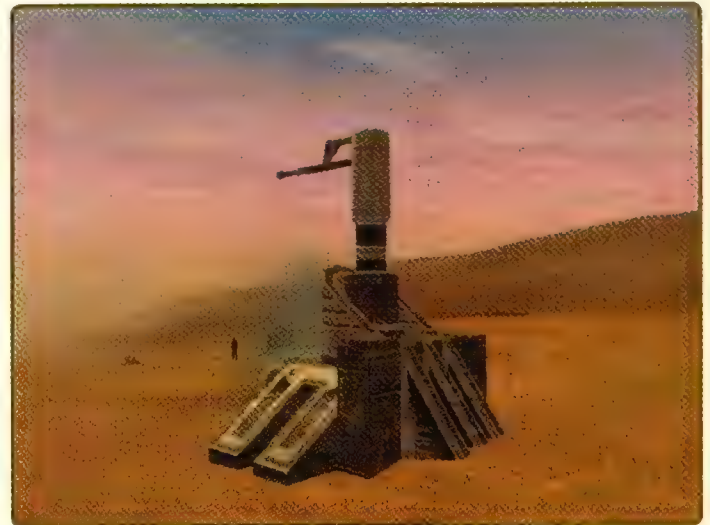
Which brings us to the second point: Raise your surveying skills as soon as you can. You'll accumulate them quickly because you need materials to craft objects. The better you are at surveying, the more efficient you'll be at collecting raw materials. That means you spend less time searching and more time making.

Thirdly, immediately pick up Novice Marksman and Novice Scout skills *if* you intend to make things that involve resources extracted from creatures (bone, hide, and meat). That way you can hunt creatures and extract the parts you need on your own, without waiting for a kindly Scout to give you what you need. Eventually you can abandon those skills as you gain notoriety and others are happy to sell you material, but at the start it's faster to do it yourself.



Getting your own meat is easier than relying on the kindness of strangers.

Fourth, surveying and collecting raw material can be time-consuming. Look into getting your own resource harvesters as soon as you can afford to. Make an effort to find like-minded crafters who will join you in resource sharing. You may have a mine for metals, someone else may mine for chemicals, and you can trade. This is a tip for more advanced crafters, but keep it in mind.



Resource harvesters can save you a lot of time.

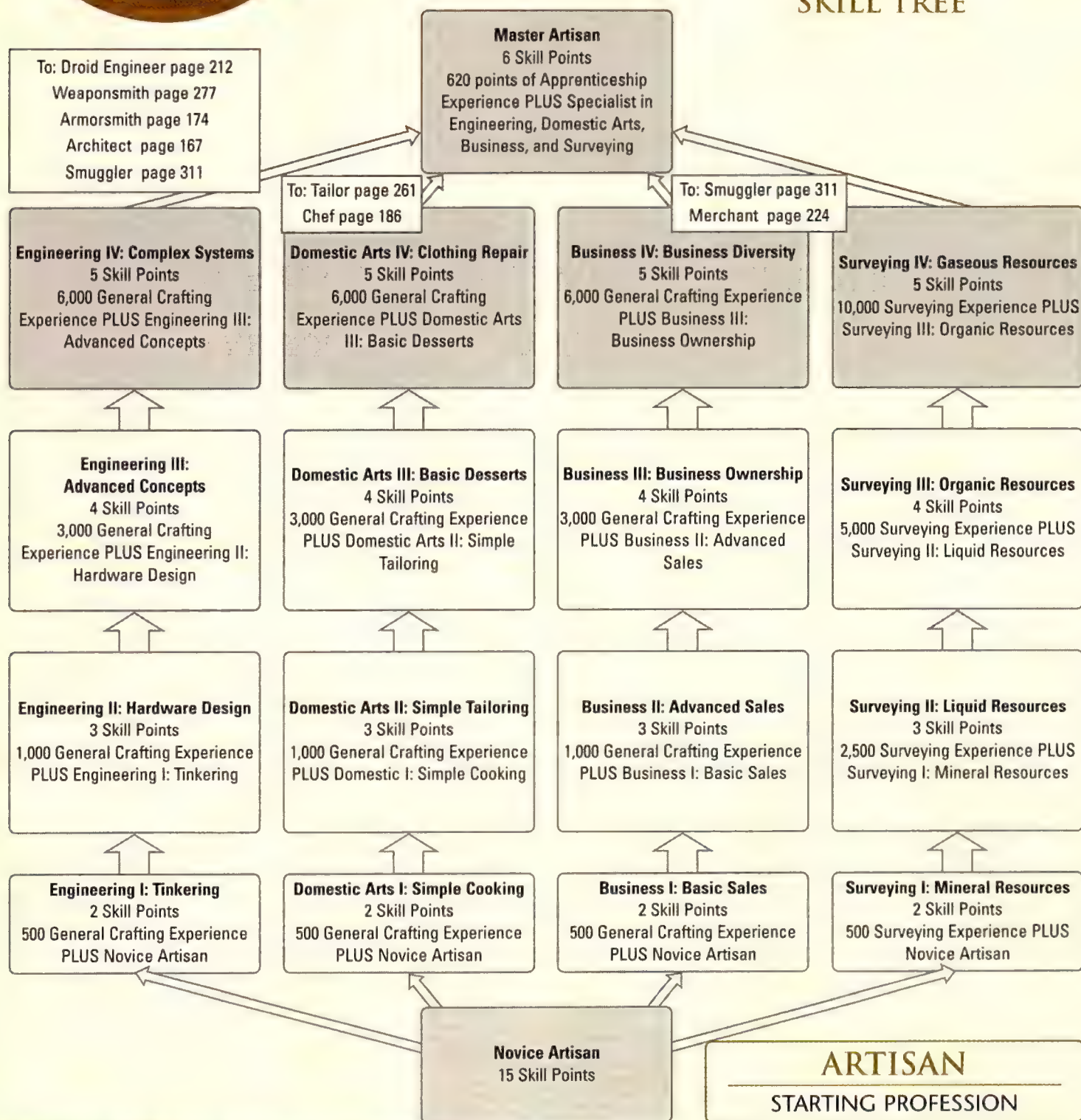
WHERE IT LEADS

The Elite professions that an Artisan can go into are all specialized aspects of crafting. Most of them focus on one type of creation.

Elite professions from Artisan:

- Armorsmith (see page 174)
- Weaponsmith (see page 277)
- Architect (see page 167)
- Merchant (see page 224)
- Chef (see page 186)
- Tailor (see page 261)
- Droid Engineer (see page 212)

THE ARTISAN SKILL TREE



THE STARTING PROFESSIONS

Artisan: A Novice Artisan can find and extract the fundamental types of raw material used in item construction. She also has the ability to craft a limited number of starting items. An Artisan can continue her studies in engineering, domestic arts, business, and resource surveying. Each of these paths leads to different Elite crafting professions.

15 Skill Points

SKILL MODS

MOD	VALUE
Surveying	+20
Artisan Assembly	+20
Artisan Experimentation	+20
Clothing Customization	+20

Commands Granted

Sample Resource	Muzzle
Survey for Resources	Coupler
Survival Knife	Scope
Chance Cube	Stock
Six Sided Dice Set	Bofa Treat
Ten Sided Dice Set	Travel Biscuits
CDEF Pistol	Spiced Tea
CDEF Carbine	Simple Shirt
CDEF Rifle	Casual Shoes
Generic Crafting Tool	Casual Pants
Generic Melee Weapon Kit	Gas Pocket Survey Device
Fishing Pole	Chemical Survey Device
Type One Firework	Mineral Survey Device
Type Two Firework	Water Survey Device
Type Three Firework	Flora Survey Tool
Type Four Firework	Ambient Solar Energy Surveying Tool
Type Five Firework	Wind Current Surveying Tool
Type 10 Firework	Mine Explosion Kit
Type 11 Firework	Grenade Explosion Kit
Type 18 Firework	Grenade Wiring Kit
Barrel	Wookiee Hide Jerkin
Grip	

Engineering I: Tinkering: Tinkering with mechanical and electronic devices is the first step toward a knowledge of engineering. An Artisan of this skill level is a creative inventor capable of devising various small and interesting devices.

Cost: 500 General Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10

Commands Granted

Twelve-Sided Dice Set	Clothing and Armor Crafting Tool
Twenty-Sided Dice Set	Structure and Furniture Crafting Tool
One Hundred Sided Dice Set	Weapon, Droid, and General Item Crafting Tool
Wood Staff	
A Droid Battery	
Food and Chemical Crafting Tool	

Engineering II: Hardware Design:

Cost: 1,000 General Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10

Commands Granted

Weapon Repair Tool	Reinforced Combat Staff
Armor Repair Tool	Bone Armor Segment
Configurable Dice	Bone Armor Gloves
Droid Repair Tool	Bone Armor Boots

Engineering III: Advanced Concepts

SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10

Cost: 3,000 General Crafting Experience

4 Skill Points

Commands Granted

Dagger	Deed for: Wind Power Generator
Bone Armor Left Bicep	
Bone Armor Right Bicep	Deed For: Personal Mineral Extractor
Bone Armor Leggings	
Bone Armor Helmet	Deed For: Micro Flora Farm

Engineering IV: Complex Systems

Cost: 6,000 General Crafting Experience

5 Skill Points



SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10

Commands Granted

Heavy Axe	Deed For: Personal Chemical Extractor
Bone Armor Left Bracer	
Bone Armor Right Bracer	Deed For: Personal Moisture Vaporator
Bone Armor Chest Plate	
Deed For: Personal Natural Gas Processor	

Domestic Arts I: Simple Cooking: Involves the study of basic culinary techniques. In addition to the study of food, the Artisan begins working with clothing.

Cost: 500 General Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands Granted

Carbosyrup	Wrinkley Pants
Blob Candy	Headwrap
Exo-Protein Wafers	Plain Robe
Aitha	Clothing Repair Tool
Fiberplast Panel	Wookiee Arm Wraps
Shorts	Simple Waist Wrap

THE STARTING PROFESSIONS

Domestic Arts II: Simple Tailoring: Focuses on improving the Artisan's ability to create clothing. The Artisan also increases his or her knowledge of food preparation.

Cost: 1,000 General Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands Granted

Dough	Hide Boots
Air Cake	Plain Short Robe
K-18 Rations	Short Sleeve Shirt
Crispic	Short Sleeve Jacket
Caf	Tree-Dweller's Hood
Metal Fasteners	Wrapped Skirt

Domestic Arts III: Basic Desserts: Involves the study of various cultures' dessert making methods. The study of tailoring also continues.

SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands Granted

Caramelized Pkneb	Multipocket Belt
Kanali Wafer	Two Pocket Belt
Ruby Bliel	Soft Undershirt
Jawa Beer	Leather Gloves
Pocketed Work Pants	Casual Jacket
Work Slacks	Weighted Wookiee Pullover

Cost: 3,000 General Crafting Experience

4 Skill Points

Domestic Arts IV: Clothing Repair: At this level, the Artisan gains the ability to craft a clothing repair kit. With this tool the Artisan can keep any piece of clothing in top shape. The Artisan also furthers his or her food-making knowledge. At this point, the Artisan gains access to two Elite professions: Tailor and Chef.

Cost: 6,000 General Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

Commands Granted

Jaar	Frock
Starshine Surprise	Wrapped Boots
Dustcrepe	Labor Jacket
Teltier Noodles	Shoulder Strap
Travel Pack	Maiden's Dress
Administrator's Robe	Weighted Wookiee Hood

Business I: Access Fees—With the “Access Fees” skill, an Artisan may place an access fee on any public building he or she owns. Players who wish to use the building must pay the access for a selected amount of time.

Cost: 500 General Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

None

Business II: Advanced Sales—The “Advanced Sales” skill allows you to place premium auctions at a bazaar terminal. Premium auctions cost more than regular auctions, but are highlighted and marked out from the other auctions on the browse list.

Cost: 1,000 General Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

None

Business III: Business Ownership—At the “Business Ownership” skill level, an Artisan can place a vendor in any public structure they own. Initially the artisan may only select a bulky machine style vendor, but as the Hiring skill mod increases, more vendor types become available. To place a vendor, select “Create Vendor” from your structure’s management terminal.

Cost: 3,000 General Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Vendors	+1
Hiring	+10

Commands Granted

None

Business IV: Business Diversity—At this skill level, the artisan earns more vendor types to choose from.

Cost: 6,000 General Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Hiring	+10

Commands Granted

None

THE STARTING PROFESSIONS

Surveying I: Improving Results—Grants the Artisan the ability to find and sample resources.

Cost: 500 Surveying Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Surveying	+15

Commands Granted

None

Surveying II: Increased Range—Grants the Artisan improved skill at finding and extracting resources for crafting.

Cost: 2,500 Surveying Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Surveying	+20

Commands Granted

None

Surveying III: Exceptional Results—Grants the Artisan improved skill at finding and extracting resources for crafting.

Cost: 5,000 Surveying Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Surveying	+20

Commands Granted

None

Surveying IV: Regional Surveying—Grants the Artisan improved skill at finding and extracting resources for crafting.

Cost: 10,000 Surveying Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Surveying	+25

Commands Granted

None



Master Artisan: A Master Artisan has well-rounded knowledge in engineering, domestic arts, business, and surveying. He is able to design complex micro-circuitry and gather the rare materials necessary to build them. His work forms the basic of components used in crafting elite items such as droids, weapons, and armor.

Cost: 620 points of Apprenticeship Experience

6 Skill Points

Skill Mods: None

Commands Granted

Nemoidian Bird Cage

Micro Sensor Suite

Electronics Memory
Module

Electronics GP Module

Power Conditioner

Energy Distributor
Control Unit



THE STARTING PROFESSIONS

BRAWLER

Some people don't see the need for complicated machinery when it comes to fighting. Why use a blaster when your hands and feet can get the job done? Sure, you have to get in closer, but going hand-to-hand with a bantha and coming out on top...that's something to brag about in the cantina. It's not all fists and fury, though. Brawlers can use weapons, but of a simple nature, such as blades and sticks. The profession's name may sound uncouth, but it can lead to more polished martial disciplines.

You may not need a lot of brains to be a Brawler, but you need to be tough. You're going to mix it up toe-to-toe, so you need strength, as this table shows:

BRAWLER BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	1,000
Strength	500
Constitution	400
Action	800
Quickness	350
Stamina	350
Mind	500
Focus	300
Willpower	300

A quick glance is enough to tell you that the Brawler has high physical strength at the expense of mental attributes. His Health and Strength stats are the highest of any profession. His Action, Quickness, and Stamina are also top notch. Peek at the Mind, Focus, and Willpower, however, and notice that a Brawler is not a thinker.

Brawlers can use many weapons besides hands and feet: one-handed, two-handed, polearms. And that can take the form of gaffi sticks, axes, swords, and staves. However, you won't get generic "Brawler Experience" when you fight. You gain experience matched to the type of weapon you use. Using your own limbs gets you Unarmed Combat Experience,

for example. So to move up the unarmed combat branch of the Brawler skill tree, you'll need to fight unarmed.

The same holds true for the other Brawler weapon types.



A sword can come in handy.



Sometimes you feel like using a stick.



Maybe you're just a hands-on kind of Brawler.

SPECIES

The different species have their own pluses and minuses for each attribute. Here is how those numbers play out with the Brawler profession:

BRAWLER PROFESSION SPECIES STATS

SPECIES	HEALTH	STRENGTH	CONSTITUTION	ACTION	QUICKNESS	STAMINA	MIND	FOCUS	WILLPOWER
Human Brawler	1,100	600	500	900	450	450	600	400	400
Bothan Brawler	1,000	500	400	1,100	650	450	600	400	300
Mon Calamari Brawler	1,000	500	400	800	350	500	800	600	450
Rodian Brawler	1,000	500	400	1,000	550	800	500	300	350
Trandoshan Brawler	1,250	800	800	800	350	350	500	300	400
Twi'lek Brawler	1,000	500	650	1,050	650	350	600	300	300
Wookiee Brawler	1,350	850	550	1,000	450	450	600	450	400
Zabrak Brawler	1,200	500	400	1,100	350	350	500	300	700



THE STARTING PROFESSIONS

BRAWLER SPECIES MODS

SPECIES	MODIFIER	VALUE
Rodian	One-handed Weapon Accuracy	+10
	Two-handed Melee Accuracy	+10
Trandoshan	Unarmed Accuracy	+10
	Unarmed Speed	+5
	Unarmed Damage	+15
	Melee Defense	+10

Several species do well as Brawlers. Humans are well-rounded in the important areas, as are Rodians, Twi'leks, and Zabrak (even though Zabrak have a terrible Constitution). But if you're looking to fight with one- or two-handed weapons, the Rodian has nice mods for those skills.

The Mon Calamari are not fast and the Bothans aren't as strong as Brawlers.

The Wookiees and Trandoshans have eye-catching stats. They pack quite a wallop. Plus, Trandoshans have a raft of modifiers that make them the singular choice for unarmed combat. The lizard-like species may be soft in the head, but hey, Brawlers aren't there to think things through, they're there to punch it up.

TIP

No matter what species you're playing, you can use the stat migration feature to move attributes around. So, if you really need to have a Mon Calamari Brawler, take from his or her Mind and give to his or her Quickness.

TACTICS

Brawlers are tough—they can take a punch or four. Soloing with a Brawler is fine if you make the proper preparations. Just make sure you have a blaster. This allows you to pull creatures to you from a distance, lessening the chances of getting

swarmed. The plus side to Brawling solo in the field is that you get to do all the damage to your target and won't get robbed of experience by fancy blaster-wielding teammates.

However, those fancy blaster-wielding teammates can save your hide. Their guns can do more damage than bare knuckles and wooden staves. When you work with a group, be the one who pulls the target. Better yet, make sure your group doesn't fire on the target until it reaches you. This allows you to get in your hits before the blasters fry the beast. It takes coordination, but it'll make everyone happier.

Just because you're a Brawler, though, you don't always have to pull the creatures. You take all the damage that way, and you're tough, but make the others take turns now and then. Make sure that your group mates know not to run around after they pull a creature, so you can stand and fight it as well.

Teaming up with a Marksman is a good idea for Brawlers. The two of you can work a profitable system. Find a likely target, let the Marksman get the right distance away from you, then pull the beast. Between your blows and the Marksman's withering blaster fire the fight should quickly end. The big plus is that if you get incapacitated, the creature will go for the Marksman, allowing you enough time to recover.

WHERE IT LEADS

As a Brawler, you can head into several Elite or Hybrid professions. Getting to an Elite profession is easier, of course, because you have to become a full Master Brawler to get to a Hybrid profession.

Elite Professions from Brawler:

- Teräs Kāsi Specialist (see page 267)
- One-handed Sword Specialist (see page 218)
- Two-handed Sword Specialist (see page 272)
- Polearm Specialist (see page 236)

THE BRAWLER SKILL TREE



BRAWLER SKILL TREE
STARTING PROFESSION

THE STARTING PROFESSIONS

Hybrid Professions from Brawler:

- Bounty Hunter (see page 294)
- Commando (see page 306)
- Smuggler (see page 311)

Novice Brawler: This skill conveys the ability to wield a variety of melee weapons, in addition to making one's fists more effective. From here, a strong student can move into specialization of one type of melee weapon, or pursue them all.

15 Skill Points

SKILL MODS

ATTRIBUTE	VALUE
Unarmed Accuracy	+10
Unarmed Damage	+10
Unarmed Speed	+5
Polearm Accuracy	+10
Polearm Speed	+5
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+5
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+5
Taunt	+10

Commands Granted

Berserk 1	Polearm Lunge 1
Dagger Certification	Taunt
Intimidate 1	Unarmed Lunge 1
One-hand Lunge 1	Warcry 1
Two-hand Lunge 1	

Intermediate Unarmed Specialization: Provides a glimpse into the world of the Teräs Käsi Master, by teaching some of the basics of unarmed combat.

Cost: 1,000 Unarmed Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Unarmed Damage	+5

Commands Granted

Unarmed Hit 1

Advanced Unarmed Specialization:

Improves the Brawler's unarmed combat skill.

Cost: 5,000 Unarmed Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Unarmed Damage	+5

Commands Granted

Unarmed Stun 1





Expert Unarmed Specialization: Improves the Brawler's unarmed combat.

Cost: 15,000 Unarmed Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Unarmed Toughness	+10
Unarmed Damage	+5

Commands Granted

Unarmed Blind 1

Master Unarmed Specialization: Allows one to become a Teräs Käsi Student—the door opens to the Brawler on the hard road toward becoming a Teräs Käsi Master.

Cost: 70,000 Unarmed Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Melee Defense	+2
Unarmed Toughness	+10
Unarmed Damage	+5

Commands Granted

Unarmed Spin Attack 1

Intermediate One-Hand Sword Specialization:

Teaches the Brawler the basics of onehanded melee weapons.

Cost: 1,000 Onehanded Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
One-handed Weapon Speed	+5
One-handed Weapon Accuracy	+10

Commands Granted

One-hand Hit 1
Gaderiffi Baton Certification
Sword Certification
Curved Sword Certification

Advanced One-Hand Sword Specialization:

Teaches the Brawler the basics of onehanded melee weapons.

Cost: 5,000 Onehanded Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
One-handed Weapon Speed	+5
One-handed Weapon Accuracy	+10

Commands Granted

One-hand Body Hit 1
Vibroblade Certification

THE STARTING PROFESSIONS

Expert One-Hand Sword Specialization:

Leads the Brawler further down the path of learning to use one-handed melee weapons.

Cost: 15,000 Onehanded Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
One-handed Weapons Speed	+5
One-handed Weapons Accuracy	+10
One-handed Melee Toughness	+10

Commands Granted

One-Hand Dizzy 1
Ryyke Blade Certification

Master One-Hand Sword Specialization:

Prepares the Brawler to become a Novice Fencer, the first step towards becoming a Master Fencer.

Cost: 70,000 Onehanded Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
One-handed Weapons Speed	+5
One-handed Weapons Accuracy	+10
One-handed Melee Toughness	+10

Commands Granted

One-hand Spin Attack 1
Rantok Sword Certification

Intermediate Two-Hand Sword Specialization:

Teaches the Brawler the basics of two-handed melee weapons.

Cost: 1,000 Polearm Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Speed	+5
Two-handed Melee Accuracy	+10

Commands Granted

Two-hand Hit 1
Two-handed Axe Certification

Advanced Two-Hand Sword Specialization:

Continues teaching the Brawler the basics of two-handed melee weapons.

Cost: 5,000 Polearm Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Speed	+5
Two-handed Melee Accuracy	+10

Commands Granted

Two-hand Head Hit 1
Two-handed Cleaver Certification

Expert Two-Hand Sword Specialization:

Leads the Brawler further down the path of learning to use two-handed melee weapons.

Cost: 15,000 Polearm Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Speed	+5
Two-handed Melee Accuracy	+10
Two-handed Melee Toughness	+10

Commands Granted

Two-hand Sweep 1
Vibro Axe Certification

Master Two-Hand Sword Specialization:

Teaches the Brawler the basics of two-handed melee weapons.

Cost: 70,000 Polearm Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Speed	+5
Two-handed Melee Accuracy	+10
Two-handed Melee Toughness	+10

Commands Granted

Two-hand Spin Attack 1
Two-handed Curved Sword Certification
Scythe Certification

Intermediate Polearm Specialization:

Improves the Brawler's ability to use pikes and polearms.

Cost: 1,000 Polearm Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Polearm Speed	+5
Polearm Accuracy	+10

Commands Granted

Polearm Hit 1
Metal Staff Certification
Reinforced Combat Staff Certification

Advanced Polearm Specialization: Continues teaching the Brawler the basics of pike and polearm weapons.

Cost: 5,000 Polearm Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Polearm Speed	+5
Polearm Accuracy	+10

Commands Granted

Polearm Leg Hit 1
Basic Lance Certification



THE STARTING PROFESSIONS

Expert Polearm Specialization: Leads the Brawler further down the path of learning to use pikes and polearms.

Cost: 15,000 Polearm Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Polearm Speed	+5
Polearm Accuracy	+10
Polearm Toughness	+4

Commands Granted

Polearm Stun
Long Vibro Axe Certification

Master Polearm Specialization: Leads the Brawler further down the path of learning to use pikes and polearms.

Cost: 70,000 Polearm Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Polearm Speed	+5
Polearm Accuracy	+10
Polearm Toughness	+4

Commands Granted

Polearm Spin Attack 1

Master Brawler: The Master Brawler has gained the basic skills for all melee weapons, and is ready to advance into specialization of one type of weapon, or into a Hybrid profession such as a Bounty Hunter.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

ATTRIBUTE	VALUE
Warcry	+20
Intimidation	+20
Berserk	+20
Unarmed Accuracy	+5
Unarmed Speed	+5
One-handed Weapon Speed	+5
One-handed Weapon Accuracy	+5
Two-handed Melee Speed	+5
Two-handed Melee Accuracy	+5
Polearm Speed	+5
Polearm Accuracy	+5
Melee Defense	+5
Ranged Defense	+5
Taunt	+30
Polearm Toughness	+5
One-handed Melee Toughness	+5
Two-handed Melee Toughness	+5
Unarmed Toughness	+5

Commands Granted

Berserk 2	Polearm Lunge 2
Intimidate 2	Unarmed Lunge 2
One-hand Lunge 2	Warcry 2
Two-hand Lunge 2	

ENTERTAINER

There's a lighter side to life in this galaxy. It's not all blaster fire and brawling, there's got to be time to relax. The Entertainer fills that need and allows players to take full advantage of the social aspects of *Star Wars Galaxies*™. Your artistry soothes the frayed minds of the more hard-bitten characters, and they love you for it.

An Entertainer isn't the toughest character, but is exceptionally quick and mentally stable, as shown in this table:

ENTERTAINER BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	500
Strength	300
Constitution	300
Action	1,000
Quickness	400
Stamina	400
Mind	800
Focus	400
Willpower	400



The Entertainer's attribute du jour is Action, as seen in the table. This makes sense, considering the dexterity and agility that Musicians and Dancers need to ply their trades. Their Mind stats aren't too bad either, because concentration is required of them as well. A simple Entertainer, however, isn't very tough, so you won't see many out in the wilderness.

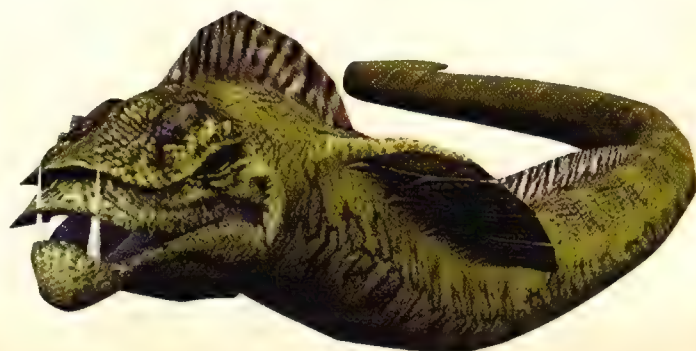
In this profession you can decide to explore all aspects of entertaining or focus on specific paths. There are branches for dancing, music, and image

design as well as one devoted to healing Battle Fatigue through entertainment. If you just want to wail on the kloo horn or shake and twist to the beat, then narrow your efforts to becoming an Elite profession Dancer or Musician. Just by doing that you'll most likely pick up some healing skills as you go. The primary purpose of an Entertainer is to heal Battle Fatigue damage. Playing or dancing can be done in the cantinas, so expect to spend a lot of time there.



Bands and Dancers are vital to the healing process.

When you aim to become an Image Designer, your path covers a broad array of skills. As an Image Designer (the Hybrid profession you can gain from being an Entertainer) you can customize the look of other characters. Clothes, hair, tattoos, all that will be at your command. It takes a lot of time and effort to become a serious Image Designer, but the payoff is that you'll be in demand. Lots of players want a distinctive character, and Image Designers can provide that.



THE STARTING PROFESSIONS



Image Designers can make you look your best.

SPECIES

The different species have their own pluses and minuses for each attribute. Here you'll see how those numbers play out with the Entertainer profession:

ENTERTAINER PROFESSION SPECIES STATS

SPECIES	HEALTH	STRENGTH	CONSTITUTION	ACTION	QUICKNESS	STAMINA	MIND	FOCUS	WILLPOWER
Human Entertainer	600	400	400	1,100	500	500	900	500	500
Bothan Entertainer	500	300	300	1,300	700	500	900	500	400
Mon Calamari Entertainer	500	300	300	1,000	400	550	1,100	700	550
Rodian Entertainer	500	300	300	1,200	600	850	800	400	450
Trandoshan Entertainer	750	600	700	1,000	400	400	800	400	500
Twi'lek Entertainer	500	300	550	1,250	700	400	900	400	400
Wookiee Entertainer	850	650	450	1,200	500	500	900	550	500
Zabrak Entertainer	700	300	300	1,300	400	400	800	400	800

ENTERTAINER SPECIES MODS

SPECIES	MODIFIER	VALUE
Twi'lek	Battle Fatigue Healing (Dancing)	+15
	Battle Fatigue Healing (Music)	+5
	Wound Healing (Dancing)	+15
	Wound Healing (Music)	+5

Going by the numbers, it's clear that Twi'lek and Bothan both have some decent attributes for the Entertainer job. Add in the Twi'lek's bonuses and the choice is almost made for you.

Trandoshans don't seem too inclined toward entertaining. However, you have to think about the attention-getting factor. In a room full of Twi'lek Dancers, the huge lizard making the wicked moves on the floor is going to stand out.

Mon Calamari have that high Action rating to make for effective entertainment. Wookiees, of course, are not going to be left behind and the Humans and Rodians are in the running as well.

A Zabrak Entertainer's huge Action is a plus.

TIP

Remember you can use the stat migration feature to move your attribute points around. This can help you fix up a species' ratings to make it more appropriate to the profession you've chosen.

TACTICS

While you're not going to be in many fierce battles as an Entertainer, here are some tips.

First of all, you gain experience as an Entertainer mainly by having other players watch or listen to you as you perform. So, if you want the maximum number of eyes or ears on you, you need to think of some ways to stand out.

Remember that in the character creation. Try to fashion a look that will catch the eye. During the beta testing a player we know created the shortest, fattest Trandoshan Dancer that he could. He was ugly, ugly, ugly, but people watched him because he stood out among all the lithe Twi'leks and Humans.

Also, think about your costume. Adventurers can find clothes on defeated NPCs, or you can get a crafter to make you some custom threads. Either way, put together some good-looking outfits that will draw eyes to you, even if you're a Musician.

Speaking of Musicians, playing with a band is a good way to make sure every player in a cantina is getting experience. Group up and start playing so that if one of you is watched, all of you will get some experience.

Finally, remember that you can call for tips and gifts. Don't be obnoxious about it, but you may want to drop hints. As an Entertainer you're providing a vital service by healing Battle Fatigue. You're not out there running missions for credits, so you need to earn your training money somehow.

WHERE IT LEADS

The Entertainment profession can bring you to prominence as a one of three higher professions.

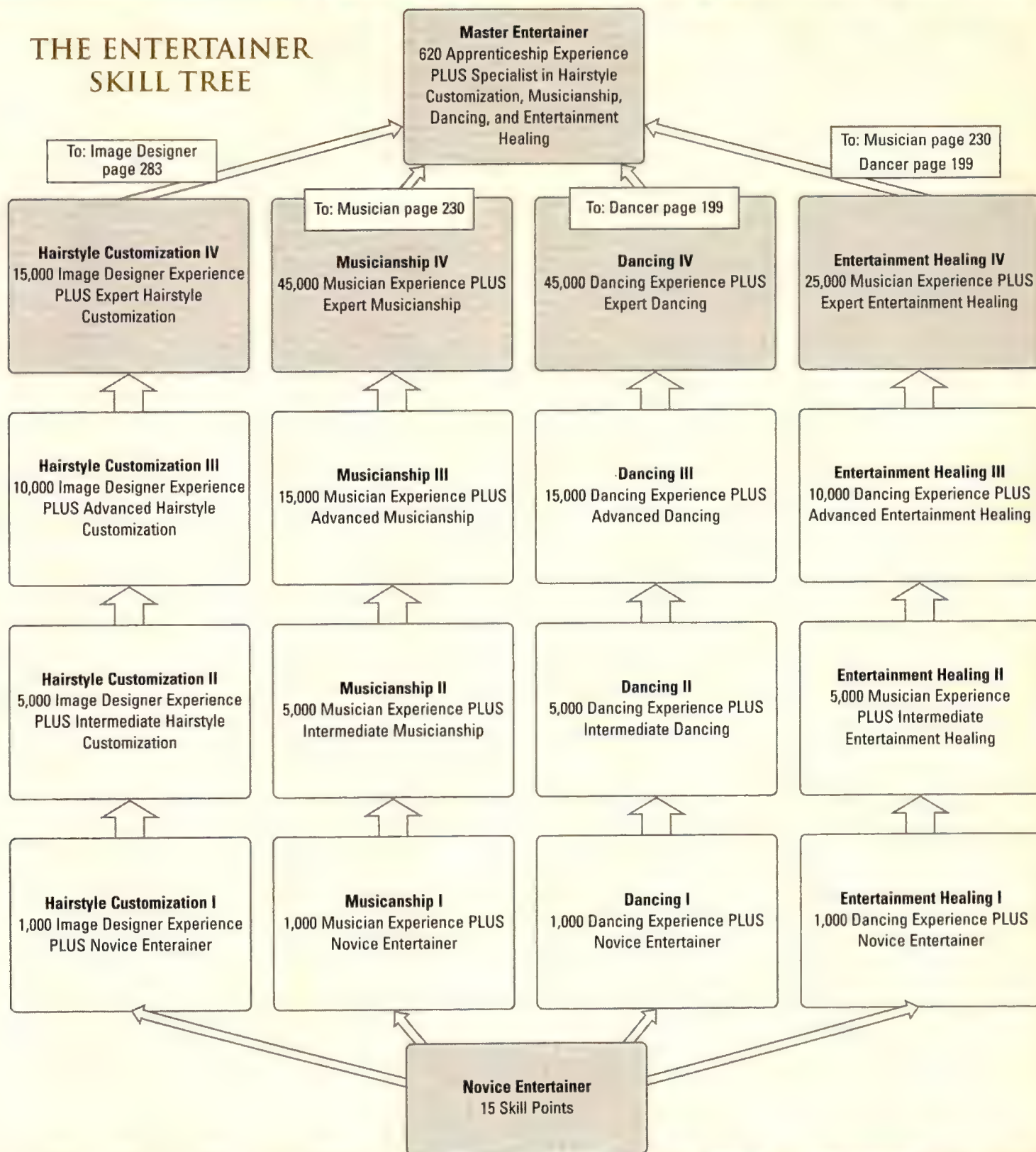
Elite Professions from Entertainer:

- Dancer (see page 199)
- Musician (see page 230)
- Image Designer (see page 283)



THE STARTING PROFESSIONS

THE ENTERTAINER SKILL TREE



ENTERTAINER
STARTING PROFESSION

Novice Entertainer: At the heart of the Entertainer profession is a sampling of several different disciplines: dancing, musicianship, and image designing. From here, the Entertainer can move to one of these disciplines and to specialize in it, or become more generalized with a wider range of entertainment skills.

15 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5
Music Knowledge	+5
Dance Knowledge	+5
Hair Styling	+1

Commands Granted

Dancer	Slitherhorn (Instrument)
Flourish 1 (Dance & Music)	Start Dancing
Flourish 2 (Dance & Music)	Start Music
Flourish 3 (Dance & Music)	Basic (Dance)
Flourish 4 (Dance & Music)	Rhythmic (Dance)
Flourish 5 (Dance & Music)	StarWars1 (Song)
Flourish 6 (Dance & Music)	Stop Dancing
Flourish 7 (Dance & Music)	Stop Music
Flourish 8 (Dance & Music)	Slitherhorn
Image Designer	
Musician	

Hairstyle Customization I: Allows the Entertainer to customize additional species and hair types.

Cost: 1,000 Image Designer Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+1

Commands Granted

None

Hairstyle Customization II: Allows the Entertainer to customize additional species and types of hair.

Cost: 5,000 Image Designer Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+1

Commands Granted

None

Hairstyle Customization III: Allows the Entertainer to customize additional species and hair types.

Cost: 10,000 Image Designer Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+1

Commands Granted

None

THE STARTING PROFESSIONS

Hairstyle Customization IV: Allows the Entertainer to customize additional species and hair types.

Cost: 15,000 Image Designer Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+1

Commands Granted

None

Musicianship I: Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

Cost: 1,000 Musician Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Music Knowledge	+5

Commands Granted

Fizz (Instrument)
Rock (Song)

Musicianship II: Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

Cost: 5,000 Musician Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Music Knowledge	+5

Commands Granted

StarWars2 (Song)
aFizzz

Musicianship III: Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

Cost: 15,000 Musician Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Music Knowledge	+5

Commands Granted

Fanfar (Instrument)
Folk (Song)

Musicianship IV: Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

Cost: 45,000 Musician Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Music Knowledge	+10

Commands Granted

Kloo Horn (Instrument)
StarWars3 (Song)



Dancing I: Continues to grant the basic knowledge needed to become a professional Dancer.

Cost: 1,000 Dancing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+5

Commands Granted

Popular (Dance)

Dancing II: Continues to grant the basic knowledge needed to become a professional Dancer.

Cost: 5,000 Dancing Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+5

Commands Granted

Footloose (Dance)

Dancing III: Continues to grant the basic knowledge needed to become a professional Dancer.

Cost: 15,000 Dancing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+5

Commands Granted

Poplock (Dance)

Dancing IV: Continues to grant the basic knowledge needed to become a professional Dancer.

Cost: 45,000 Dancing Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10

Commands Granted

Formal (Dance)

Entertainment Healing I: Allows Entertainers to use their dancing or music ability to greater efficiency.

Cost: 1,000 Dancing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands Granted

None

THE STARTING PROFESSIONS

Entertainer Healing II: Allows Entertainers to use their dancing or music ability to greater efficiency.

Cost: 5,000 Musician Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands Granted

None

Entertainer Healing III: Allows Entertainers to use their dancing or music ability to greater efficiency.

Cost: 10,000 Dancing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands Granted

None

Entertainer Healing IV: Allows Entertainers to use their dancing and music ability to greater efficiency.

Cost: 25,000 Musician Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

Commands Granted

None

Master Entertainer: The Master Entertainer has a strong knowledge of all forms of entertainment, and can move into specializing into one or more forms from the Master level.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10
Music Knowledge	+10
Wound Healing (Dancing)	+10
Wound Healing (Music)	+10

Commands Granted

Mandoviol (Instrument) Lyrical (Dance)
Exotic (Dance) Ceremonial (Song)

MUSIC AND INSTRUMENTS LEARNED

SKILL LEVEL	SONG TITLE	INSTRUMENT
Novice Entertainer	Starwars1	slitherhorn
Musicianship I	Rock	Fizz
Musicianship II	Starwars2	None
Musicianship III	Folk	fanfar
Musicianship IV	Starwars3	kloo horn
Master Entertainer	Ceremonial	mandoviol

DANCES LEARNED

SKILL LEVEL	DANCE NAME
Novice Entertainer	Basic, Rhythmic
Dancing I	Popular
Dancing II	Footloose
Dancing III	Poplock
Dancing IV	Formal
Master Entertainer	Exotic, Lyrical

MARKSMAN

If you like the sound of blaster fire, the Marksman is the starting profession for you. While all starting characters have a bit of skill with a pistol, the Marksman focuses on ranged weapons, giving him bonuses in his firearm abilities.

A Marksman is a sturdy character. Her base attributes are weighted toward the physical characteristics, as shown in this table:

MARKSMAN BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	1,000
Strength	450
Constitution	300
Action	800
Quickness	450
Stamina	300
Mind	600
Focus	300
Willpower	300



The base Marksman's mental attributes are only higher than the Brawler's, but no other profession starts with a higher Action index, and only the Brawler has higher Health.

The path of the Marksman is filled with combat. You can use and master each of the three blaster types: pistol, carbine, and rifle. They represent short-, medium-, and long-range weapons. As you climb the skill tree, you gain bonuses to your accuracy and speed with each weapon. Be aware that you must use a weapon to raise your skill in that weapon.

In other words, to move to intermediate pistol skill you need to gain 1,000 Pistol Weapons Experience points. You get those by engaging in combat with a pistol. You can't use the pistol to raise your skill with a rifle.



A pistol is for short-range combat.



Carbines do best at medium range.

THE STARTING PROFESSIONS



And rifles are your long-range tools.

SPECIES

The different species have their own pluses and minuses for each attribute. Here you'll see how those numbers play out with the Marksman profession:

MARKSMAN PROFESSION SPECIES STATS

SPECIES	HEALTH	STRENGTH	CONSTITUTION	ACTION	QUICKNESS	STAMINA	MIND	FOCUS	WILLPOWER
Human Marksman	1,100	550	400	900	550	400	700	400	400
Bothan Marksman	1,000	450	300	1,100	750	400	700	400	400
Mon Calamari Marksman	1,000	450	300	800	450	450	900	600	450
Rodian Marksman	1,000	450	300	1,000	650	750	600	300	350
Trandoshan Marksman	1,250	750	700	800	450	300	600	300	400
Twi'lek Marksman	1,000	450	550	1,050	750	300	700	300	300
Wookiee Marksman	1,350	800	450	1,000	550	400	700	450	400
Zabrak Marksman	1,200	450	300	1,100	450	300	600	300	700

Looking over the different choices you can make for Marksman, notice that the Bothans have terrific Quickness and Action scores. They pay for it with weak Strength and Constitution, but if you hunt with other players this isn't a problem. Zabrak are healthy and fast, their secondary stats aren't the best, but their primaries are impressive. Rodians have decent primary stats, though the secondaries aren't the best for Health and Mind. Twi'leks are well suited across the board to the blaster life, and don't discount the Humans or Wookiees.

The Trandoshans aren't well suited to the Marksman profession, being slow, and the Mon Calamaris take a beating in the appropriate attributes as well.

TIP

No matter what species you're playing, you can use the stat migration feature to move attribute points around. So, if you really want a Trandoshan Marksman, move some of those robust Health points over to Action.

TACTICS

With a high Health and decent physical attributes, the Marksman can be a successful solo character for some time. With judicious choices on what creatures you attack and how you use your weapons, you can take on some hefty foes. Pistol skills can rise quickly if you go solo, because so many creatures close in on you during a fight. If you're headed for Pistol Specialist you can go it alone.

It is *much* easier to raise carbine and rifle skills while working with another player or a group. To use those two weapons most effectively, you need to keep a certain range from your target (examine your weapons to find out what their ideal range is). If you solo against most creatures, they close quickly to short range, which can force you to use a pistol.

When you work with another player, you can have her pull a target while you stay the desired range away from her, making your shots count and getting the fight over with quickly. Thus, teaming with a Brawler is a good idea. He can stay close to the creature while you snipe from afar. Alternately, team with another Marksman and take turns pulling.

Pay attention to the "Ideal Range" statistic of your weapons. If you want to pull a creature to you, lie prone and fire a rifle shot from the ideal

range for that weapon. As the creature rushes in, swap to your carbine when it's in range, then kneel and use your pistol for the toe-to-toe battle.



Lie flat and use your rifle to begin the fight.



Stay down and use your carbine when your enemy gets closer.

THE STARTING PROFESSIONS



Rise to a kneeling posture and fire with your pistol to finish things off.

WHERE IT LEADS

The Marksman profession leads to more Hybrid professions than any other career, and a few Elite professions as well. Everyone needs to use a blaster, right?

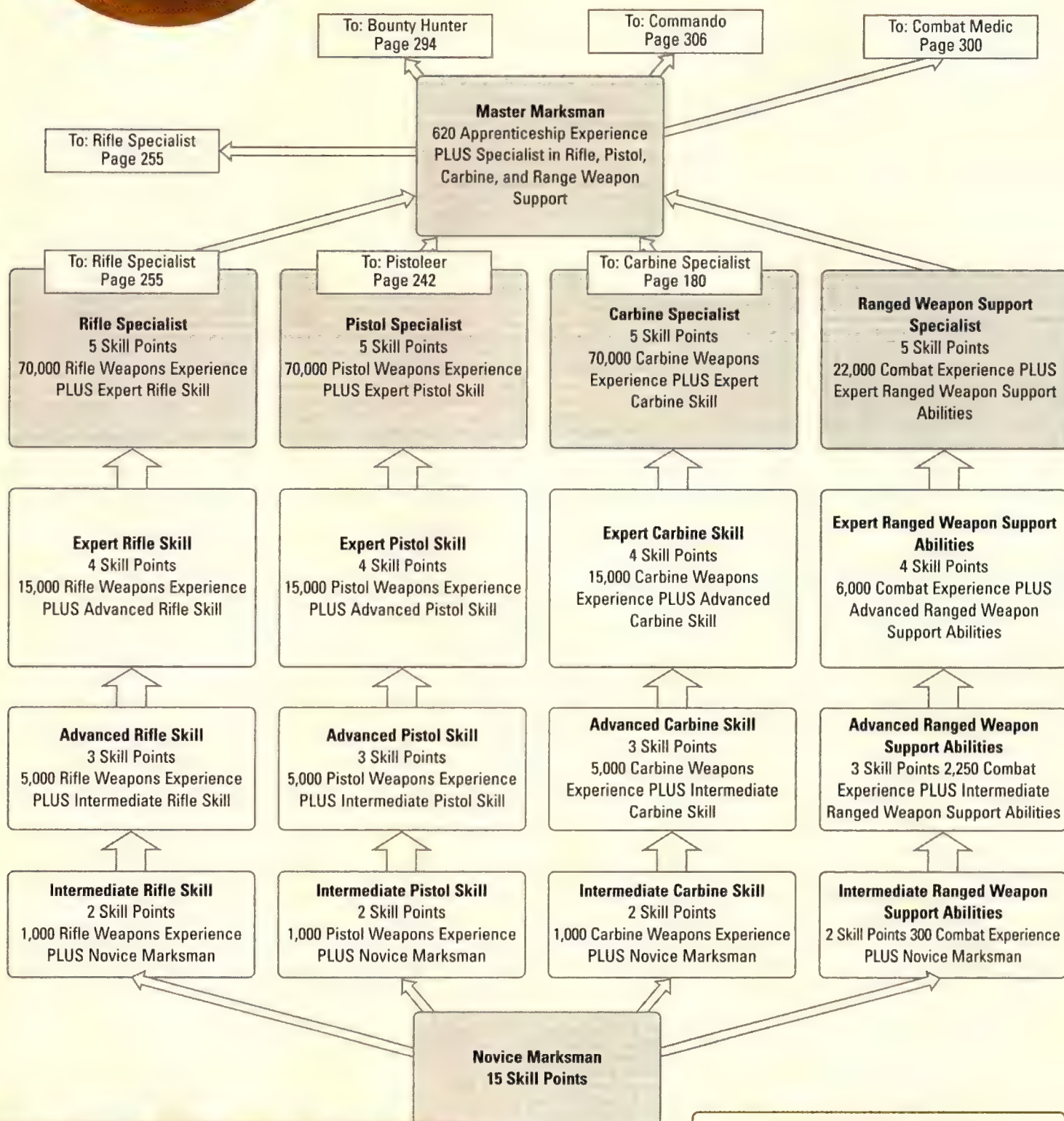
Elite Professions from Marksman:

- Rifle Specialist (see page 255)
- Pistoleer (see page 242)
- Carbine Specialist (see page 180)

Hybrid Professions from Marksman:

- Bounty Hunter (see page 294)
- Commando (see page 306)
- Smuggler (see page 311)
- Squad Leader (see page 316)
- Combat Medic (see page 300)

THE MARKSMAN SKILL TREE



MARKSMAN

STARTING PROFESSION

THE STARTING PROFESSIONS

Novice Marksman: The Novice Marksman gains a baseline knowledge of most firearms, as well as understanding a few basic special maneuvers with ranged weapons.

15 Skill Points

ARTISAN BASE ATTRIBUTES

ATTRIBUTE	VALUE
Carbine Speed	+5
Carbine Accuracy	+10
Rifle Speed	+5
Rifle Accuracy	10
Pistol Speed	+5
Pistol Accuracy	+10

Commands Granted

Overcharge Shot 1 D18 Pistol Certification
 Point Blank Area 1 DLT20 Rifle
 Point Blank Single 1 Certification
 DH17 Carbine
 Certification

Intermediate Rifle Skill: Teaches the Marksman to effectively handle a rifle.

Cost: 1,000 Rifle Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+10
Rifle Speed	+5

Commands Granted

Head Shot 1
 DLT20A Rifle Certification
 Tusken Rifle Certification

Advanced Rifle Skill: Improves the Marksman's ability to use a rifle.

Cost: 5,000 Rifle Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+10
Rifle Speed	+5

Commands Granted

Take Cover
 Laser Rifle Certification
 SG82 Rifle Certification

Expert Rifle Skill: Improves the Marksman's ability to use a rifle.

Cost: 15,000 Rifle Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+10
Rifle Speed	+5

Commands Granted

Head Shot 2
 Spray Stick Certification



Rifle Specialist: Improves the Marksman's ability to use a rifle to a masterful level, and allows them to become a Rifleman.

Cost: 70,000 Rifle Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+10
Rifle Speed	+5
Ranged Defense	+2

Commands Granted

Mind Shot 1

E11 Rifle Certification

Jawa Ion Rifle Certification

Intermediate Pistol Skill: Teaches the Marksman to effectively handle a pistol.

Cost: 1,000 Pistol Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+5

Commands Granted

Body Shot 1

DL44 Pistol Certification

DL44 Metal Pistol Certification

Advance Pistol Skill: Improves the Marksman's ability to use a pistol.

Cost: 5,000 Pistol Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+5

Commands Granted

Dive Shot

Kip Up Shot

Roll Shot

DH17 Pistol Certification

Scout Blaster Certification

Expert Pistol Skill: Improves the Marksman's ability to use a pistol.

Cost: 15,000 Pistol Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+5

Commands Granted

Body Shot 2

Power 5 Pistol Certification

Striker Pistol Certification



THE STARTING PROFESSIONS

Pistol Specialist: Improves the Marksman's ability to use a pistol to a masterful level, and allows them to become a Pistoleer.

Cost: 70,000 Pistol Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+5
Ranged Defense	+2

Commands Granted

Health Shot 1 5R Combat Pistol Certification
 FWG5 Pistol Certification
 Tangle Pistol Certification

Intermediate Carbine Skill: Teaches the Marksman the basics of effectively handling a carbine.

Cost: 1,000 Carbine Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5
Carbine Accuracy	+10

Commands Granted

Leg Shot 1 DH17 Snubnose Carbine Certification
 DH17 Short Carbine Certification

Advanced Carbine Skill: Improves the Marksman's ability to use a carbine.

Cost: 5,000 Carbine Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5
Carbine Accuracy	+10

Commands Granted

Full Auto Single 1 E11 Carbine Certification

Expert Carbine Skill: Improves the Marksman's ability to use a carbine.

Cost: 15,000 Carbine Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5
Carbine Accuracy	+10

Commands Granted

Leg Shot 2
 Laser Carbine Certification

Carbine Specialist: Improves the Marksman's ability to use a carbine to a masterful level, and allows them to become a Carbineer.

Cost: 70,000 Carbine Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5
Carbine Accuracy	+10
Ranged Defense	+2

Commands Granted

Action Shot 1
 DXR6 Crbine Certification
 EE3 Carbine Certification

Intermediate Ranged Weapon Support

Abilities: Conveys special commands and abilities unavailable to any other profession. Many of the secrets of effective ranged combat begin here, with the tactical use of these abilities.

Cost: 300 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+2
General Ranged Aiming	+10

Commands Granted

Aim Threaten Shot

Advanced Ranged Weapon Support

Abilities: Conveys more special commands and abilities unavailable to any other profession.

Cost: 2,250 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+2
General Ranged Aiming	+10

Commands Granted

Tumble to Kneeling Tumble to Standing
Tumble to Prone

Expert Ranged Weapon Support Abilities:

Conveys further use of special commands and abilities unavailable to any other profession.

Cost: 6,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+2
General Ranged Aiming	+5

Commands Granted

Warning Shot

Ranged Weapon Support Ability Specialist:

Conveys the highest of the specialized commands and abilities to the Marksman profession, and will allow a Marksman to become more efficient overall.

Cost: 22,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Alertness	+10
Ranged Defense	+2
General Ranged Aiming	+5

Commands Granted

Suppression Fire 1



THE STARTING PROFESSIONS

Master Marksman:

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+5
Rifle Accuracy	+10
Rifle Speed	+5
Carbine Accuracy	+10
Carbine Speed	+5
Ranged Defense	+5

Commands Granted

Overcharge Shot 2

MEDIC

The galaxy is a dangerous place. Accidents happen, as do huge battles and rough fights. While a Medic isn't useless in a fight, he or she really rolls up his or her sleeves and gets to work when it's all over. When wounds must be tended to and hurts healed, the Medic is everyone's best friend.

The Medic profession has an interesting mix of physical and mental attributes. Let's look at the how the base attributes fall for the healers:

MEDIC BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	600
Strength	300
Constitution	300
Action	700
Quickness	300
Stamina	300
Mind	1,000
Focus	500
Willpower	500

The Medic's primary attributes are well spread out. While there's the obvious weight to the Mind stat, the Health and Action numbers aren't weak. The secondary attributes are low, which is a clue to keep your Medic from the forefront of a scuffle.

When you use your Medic skills to heal other players (or yourself) your Mind attribute (and its secondaries) take the hit. Thus, the robust mental stats of the Medic make it easier to heal a lot.

Three of the Medic skill tree branches are based on Medical Experience points, gained through healing others. The fourth branch is all about crafting medicines. You need organic resources to make medpacks, action wound packs, and stimpacks. Using the crafting tool (see the "Crafting" chapter for more information) you can then fashion potent medicines for use on wounded characters.

Players may be tempted to get Novice Medic skills to heal themselves. This isn't a bad idea, but don't discount the Elite and Hybrid professions available to the committed Medic. Combat Medic, for one, is a highly sought-after character for groups and large battles.

The best place for a Medic to build up experience is in the hospital of a thriving city. Simply stand there and you'll soon be surrounded by wounded supplicants, willing to wait for your attention.

SPECIES

The different species have their own pluses and minuses for each attribute. Here are how those numbers play out with the Medic profession, plus a few species modifiers:

MEDIC PROFESSION SPECIES STATS

SPECIES	HEALTH	STRENGTH	CONSTITUTION	ACTION	QUICKNESS	STAMINA	MIND	FOCUS	WILLPOWER
Human Medic	700	400	400	800	400	400	1,100	600	600
Bothan Medic	600	300	300	1,000	600	400	1,100	600	500
Mon Calamari Medic	600	300	300	700	300	450	1,300	800	650
Rodian Medic	600	300	300	900	500	750	1,000	500	550
Trandoshan Medic	850	600	700	700	300	300	1,000	500	600
Twi'lek Medic	800	300	600	1,050	700	400	800	350	400
Wookiee Medic	950	650	450	900	400	400	1,100	650	600
Zabrak Medic	800	300	300	1,000	300	300	1,000	500	900

Wookiees have a serious advantage over the other species. Not only are all the Wookiee Medic primary attributes high, but the secondary attributes are nothing to sneeze at. Think Wookiee Combat Medic or Bio-Engineer. The Zabrak have impressive primaries as well, though the secondary stats are weak. Rodians fare well in the Mind stat, though their Focus and Willpower are not the best.

For sheer brain power, though, you can't beat the Mon Calamari. If you're interested in becoming a Doctor, rather than going out into the field, the amphibians are your best bet. Twi'leks have a less than stellar Mind rating. Think Combat Medic or Bio-Engineer with those characters. Humans and Bothans are modest contenders in the numbers, and you can do fine as a Medic with either species.



As a Medic, the hospital becomes your home away from home.

NOTE

You can use the stat migration feature to move attribute points. You can shore up weaknesses, though at the expense of some strengths.

TACTICS

It may seem to you that tactical thinking wouldn't apply to a healer. You'd be wrong. A Medic is a potent ally to have in the field, and no group should venture out without one in tow. So, as a Medic, you should understand your place in the group dynamic.

Have medicines with you before you set out on a group expedition. You can make some as you go,

THE STARTING PROFESSIONS

but have some on hand to start. Load stimpacks into your tool bar so that, in the heat of a fight, you can heal damaged comrades with a keystroke. Do not take point! Let a tougher character take that responsibility. When the fighting starts, attack the target, then click on your point-man and keep track of his HAM bars. When they get low, hit him with a stimpack. Keep him from getting incapacitated.



You're the guardian angel of the group. Keep people on their feet as you fight.

Another thing to consider with a Medic is to acquire Novice Scout skills. That way you can extract organic resources from defeated creatures, which you can then craft into medical supplies.

If you're not interested in being out in the grit and dirt of the field, you can obtain organics by making it known that you will trade healing for organic material. There will be many Scouts with an abundance of meat, bone, and hide, and a lot of wounds that need attention. You can come to an understanding.

NOTE

Don't feel bad about asking for payment for your services. You get experience for healing others, but it also costs credits to get training. If you're spending all your time in the hospital healing, then you have every right to ask for tips and/or items in return for medical attention.

Finally, think about your future. Our suggestion? Think about Combat Medic. Imagine how useful a gun-toting healer will be to a group. Having Marksman skills and getting your hands dirty in the wilderness gain the respect of your fellow players, as well as keep you in demand for hunting parties, Player Associations, and factions.

But there's also Image Designer, which has its own intriguing possibilities. The Medic is versatile and useful.

WHERE IT LEADS

As a Medic, you can go in some interesting directions. You can devote yourself to healing full-time, or cross over into the more active aspects of galaxy life.

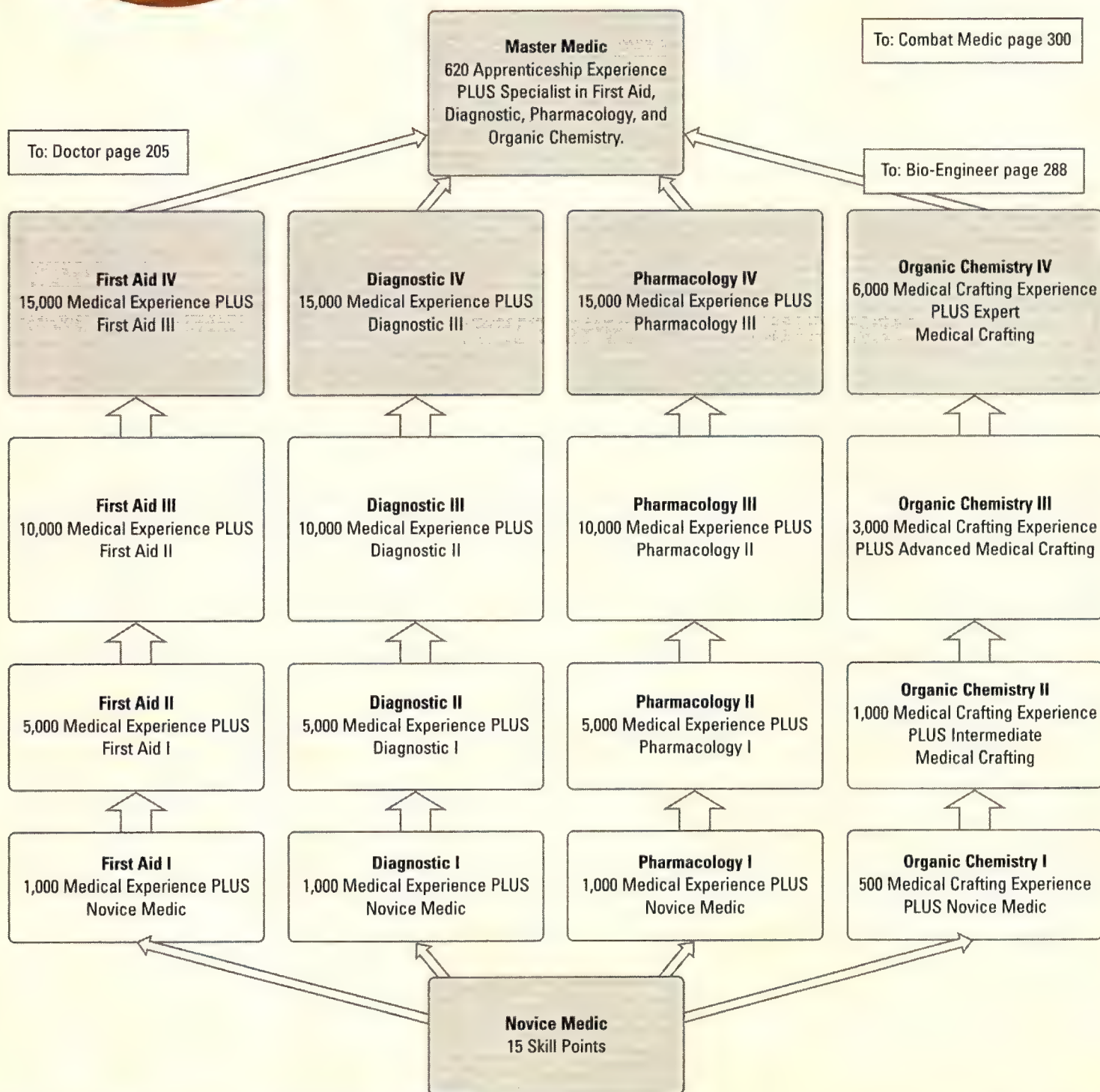
Elite Professions from Medic:

- Doctor (see page 205)

Hybrid Professions from Medic:

- Bio-Engineer (see page 288)
- Combat Medic (see page 300)

THE MEDIC SKILL TREE



MEDIC

STARTING PROFESSION

THE STARTING PROFESSIONS

Novice Medic: A Novice Medic can heal light wounds and apply medical treatment in the field. Additionally, the Novice Medic is granted a modest amount of crafting ability to create their field medicines.

15 Skill Points

SKILL MODS

ATTRIBUTE	VALUE
Injury Treatment	+5
Wound Treatment	+5
Medicine Use	+5
Injury Treatment Speed	+5
Medicine Assembly	+10
Medicine Experimentation	+10
Medical Foraging	+10

Commands Granted

Heal Damage	Controller
Heal Wound	Liquid Suspension
Medical Forage	Food and Chemical
Tend Damage	Crafting Tool
Tend Wound	Small Stimpack A
Biological Effect	

First Aid I: Injury healing techniques allow a Medic the ability to use improved medicines, and to realize more of the potential within each medicine.

Cost: 1,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment	+15

Commands Granted

None

First Aid II: Advanced injury healing conveys to a Medic the ability to use improved medicines, and to realize more of the potential within each medicine.

Cost: 5,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment	+15

Commands Granted

First Aid

First Aid III: Expert injury healing conveys to a Medic the ability to use improved medicines, and to realize more of the potential within each medicine.

Cost: 10,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment	+15

Commands Granted

None



First Aid IV: Conveys to a Medic the ability to use improved medicines, and to realize more of the potential within each medicine.

Cost: 15,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment	+25

Commands Granted

Quick Heal

Diagnostics I: Improves the rate at which a Medic can heal damage.

Cost: 1,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment Speed	+15

Commands Granted

None

Diagnostics II: Improves the rate at which a Medic can heal damage.

Cost: 5,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment Speed	+15

Commands Granted

Drag Incapacitated Player

Diagnostics III: Improves the rate at which a Medic can heal damage.

Cost: 10,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment Speed	+15

Commands Granted

None

Diagnostic IV: Further improves the rate at which a Medic can heal damage.

Cost: 15,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment Speed	+25

Commands Granted

None

THE STARTING PROFESSIONS

Pharmacology I: Intermediate medical techniques improve the Medic's overall ability in a variety of Medic-related skills.

Cost: 1,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+5
Medical Foraging	+15

Commands Granted

None

Pharmacology II: Advanced medical techniques improve the Medic's overall ability in a variety of Medic-related skills.

Cost: 5,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+10
Medical Foraging	+15

Commands Granted

None

Pharmacology III: Expert medical techniques improve the Medic's overall ability in a variety of Medic-related skills.

Cost: 10,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+10
Medical Foraging	+15

Commands Granted

None

Pharmacology IV: Improves the Medic's overall ability in a variety of Medic-related skills.

Cost: 15,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+10
Medical Foraging	+20

Commands Granted

None



Organic Chemistry I: Intermediate medicine crafting allows the Medic to construct his own medicines.

Cost: 500 Medicine Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Action Wound Medpack A

Health Wound Medpack A

Organic Chemistry II: Advanced medicine crafting allows the Medic to construct his own medicines.

Cost: 1,000 Medical Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Chemical Release Duration Mechanism

Solid Delivery Shell

Small Stimpack B

Removes Small Stimpack A ability



Organic Chemistry III: Expert medicine crafting allows the Medic to construct his own medicines.

Cost: 3,000 Medicine Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Dispersal Mechanism	Action Wound Medpack B
Infection Amplifier	Health Wound Medpack B
Resilience Compound	Removes Action Wound Medpack A ability
Quickness Wound Medpack A	Removes Health wound Medpack A ability
Stamina Wound Medpack A	
Strength Wound Medpack A	
Constitution Wound Medpack A	

THE STARTING PROFESSIONS

Organic Chemistry IV: Medicine Specialist allows the Medic to construct his own medicines.

Cost: 6,000 Medicine Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Advanced Biological Effects Controller
 Advanced Liquid Suspension
 Advanced Chemical Release Duration Mechanism
 Advanced Solid Delivery Shell
 Small Stimpack C
 Quickness Wound Medpack B
 Stamina Wound Medpack B
 Strength Wound Medpack B
 Constitution Wound Medpack B
 Removes Quickness Wound Medpack A ability
 Removes Stamina Wound Medpack A ability
 Removes Strength Wound Medpack A ability
 Removes Constitution Wound Medpack A ability

Master Medic: The Master Medic completes his or her education in crafting and medicines in the field. From here, the Master Medic is one of the requirements to explore several Elite and Hybrid professions.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Injury Treatment	+25
Medicine Use	+10
Medical Foraging	+25

Commands Granted

Advanced Dispersal Mechanism
 Advanced Infection Amplifier
 Advanced Resilience Compound
 Small Stimpack D



SCOUT

The Scout is marked by an affinity for the world around him. Combining an understanding of terrain with knowledge of animals, this profession is ideal for those who want to feel the earth under their feet. The city life isn't in this profession's future, as Scouts do their best work in the field. As such you can learn skills to help you move well through the untramed wilderness, hunt and extract materials from beasts, and hide yourself from aggressive creatures.

A Scout has a well-rounded distribution of attributes, as seen in the table here. A higher Constitution allows for faster regeneration of Health. Plus, the Scout's Action is a cut above the other attributes.

SCOUT BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	800
Strength	300
Constitution	350
Action	800
Quickness	400
Stamina	400
Mind	700
Focus	350
Willpower	400

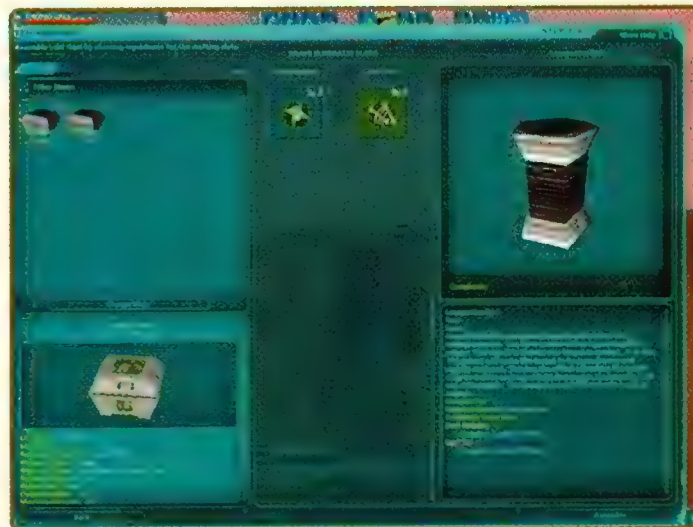
Of all the starting professions, the Scout does not have the lowest in any attribute category. It's an evenly spread career, with points allocated evenly over Health, Action, Mind, and Willpower. A Scout must be balanced.

Scouts are adapted to the wilderness. The skills you learn as a Scout reflect that. The four paths

you can take teach you to move over all types of terrain easily, build traps to capture or immobilize animals, extract a lot of organic material from defeated creatures, and set up shelter when you're far from civilization.



Setting up camp is an important Scout skill.



A trap can help catch a pesky creature.

THE STARTING PROFESSIONS



Resources extracted from your prey can be used to craft items.



SPECIES

The different species have their own pluses and minuses for each attribute. Here you'll see how those numbers play out with the Scout profession:

SCOUT PROFESSION SPECIES STATS

SPECIES	HEALTH	STRENGTH	CONSTITUTION	ACTION	QUICKNESS	STAMINA	MIND	FOCUS	WILLPOWER
Human Scout	900	400	450	900	500	500	800	450	500
Bothan Scout	800	300	350	1,100	700	500	800	450	400
Mon Calamari Scout	800	300	350	800	400	550	1,000	650	550
Rodian Scout	800	300	350	1,000	600	850	700	350	450
Trandoshan Scout	1,050	600	750	800	400	400	700	350	500
Twi'lek Scout	800	300	600	1,050	700	400	800	350	400
Wookiee Scout	1,150	650	500	1,000	500	500	800	500	500
Zabrak Scout	1,000	300	350	1,100	400	400	700	350	800

SCOUT SPECIES MODS

SPECIES	MODIFIER	VALUE
Bothan	Camouflage	+15
	Cover	+10
Wookiee	Trapping	+10
	Creature Taming Bonus	+10
	Rescue	+10
Trandoshan	Creature Harvesting	+10

As mentioned earlier, the Scout is a well-rounded profession with emphasis spread over Health, Action, Mind, and Willpower. Several species have what it takes to make a good Scout. When it comes to a choice, the various mods may make the decision for you. Think about what Elite profession you may head to. If it's Creature Handler, Wookiee is a good species to use. For sneaking around, the Bothan is a good choice. Twi'lek are easy to overlook, but their stats make them suited to the Scout life.

The Trandoshans are slow, but that doesn't cancel out their other, more impressive numbers. Plus they have a harvesting mod to facilitate harvesting organic resources from beasts. Mon Calamari are the ones that are least suited to the rough life of a Scout.

TIP

You can use the stat migration feature to move Attribute Points. So, if you want a Trandoshan Scout, shift some of that Constitution and Strength to Quickness and Stamina.

TACTICS

Scouts are suited to all environments, being familiar with terrain and animals, so it's possible to spend quite some time playing solo. One of the quickest ways to gain Scout experience is through extracting resources from creatures you've killed. And this brings us to an important point. As you use your weapons to hunt, you gain experience with them. You then can raise your skills in those weapons (see a Marksman trainer for guns and a Brawler trainer for melee weapons and unarmed combat).

As you earn skill with your weapons, you find that it's easier to kill the smaller creatures. You get fewer Weapon Experience points, but this doesn't matter, because you're interested in being a Scout.

However, if you raise your skills in the Scout tree, you get fewer experience points for harvesting resources.

In a group, a Scout is necessary for building camps. You can, as you gain skills, make better encampments for your fellows. In camp, people can heal wounds and rest without traveling back to a city. Coordinate with any other Scouts in a party to figure out who gets to extract resources from the kills. Sharing the kills makes for a happier time in the field.

WHERE IT LEADS

As a Scout you have three options. The Squad Leader profession is vital for PvP engagements, allowing you to boost your group's mods. But if you like creatures, then Creature Handler may suit you. If the Scout style is your bag, you can master the profession and move on to become a Ranger.

Elite Professions from Scout:

- Creature Handler (see page 192)
- Ranger (see page 249)

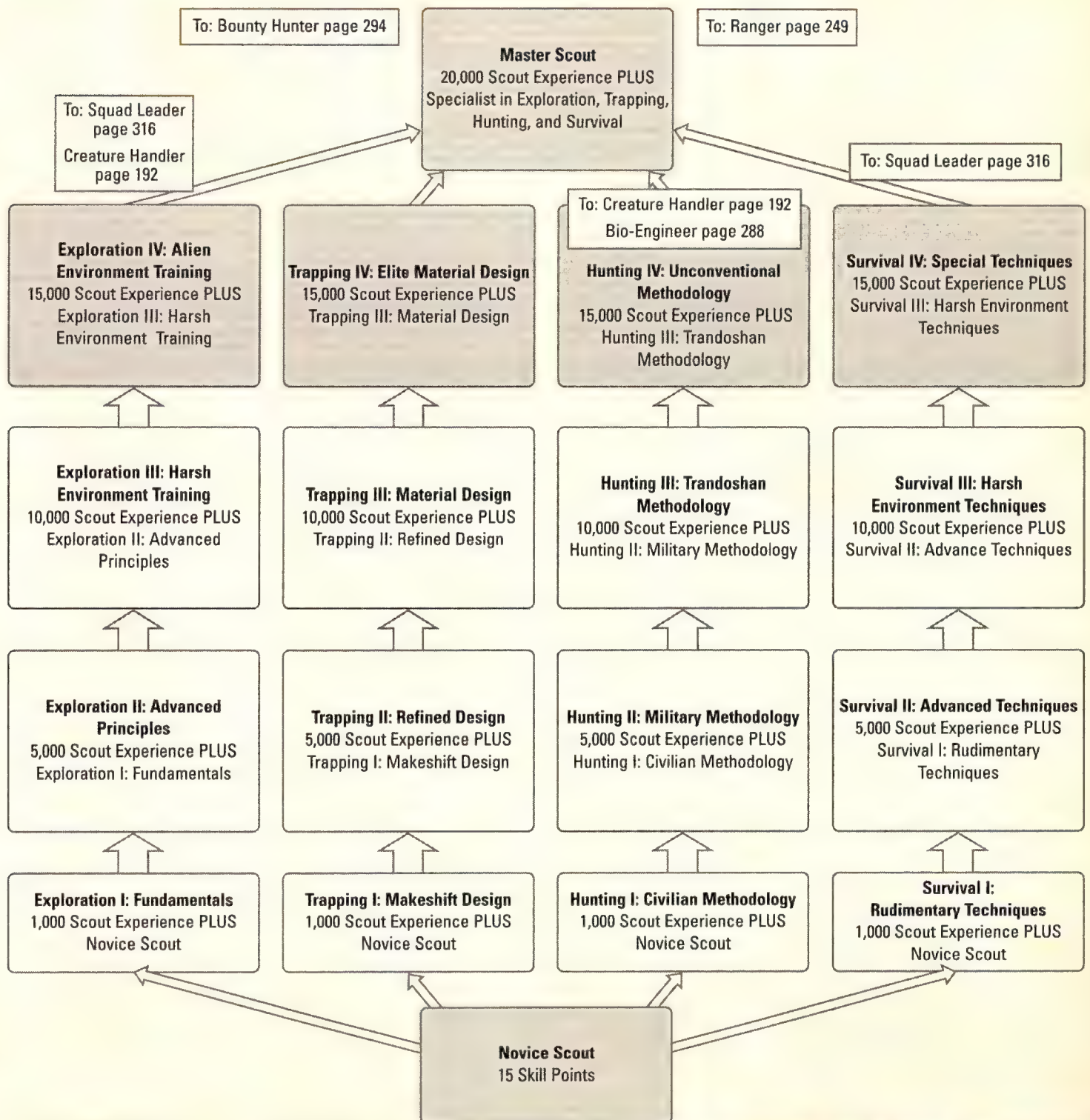
Hybrid Professions from Scout:

- Squad Leader (see page 316)
- Bounty Hunter (see page 294)
- Bio-Engineer (see page 288)



THE STARTING PROFESSIONS

THE SCOUT SKILL TREE



SCOUT

STARTING PROFESSION

Novice Scout: Basic Scout training involves learning the fundamentals of exploration, trapping, hunting, and wilderness survival. A Novice Scout is capable of constructing a simple shelter and can harvest basic resources from organic creatures.

15 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+5
Camping	+5
Creature Knowledge	+5
Creature Harvesting	+15

Commands Granted

Harvest Corpse	Lecepanine Dart
Basic Camp Kit	Wire Mesh Trap

Exploration I: Fundamentals—Involves the study of basic hard terrain negotiations. This skill reduces the speed penalty for climbing hills. Eventually, this penalty can be reduced to zero, making experienced Scouts capable of climbing hills as quickly as they can run.

Cost: 1,000 Scouting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+20

Commands Granted

None

Exploration II: Advanced Principles—Furtheres the Scout's study of terrain negotiations. This skill involves military level training, imparting an even greater bonus for climbing hills. The Scout also learns basic camouflage techniques, granting him or her the ability to use musks to mask his or her scent. The Scout may then approach some aggressive creatures without fear of being attacked.

Cost: 5,000 Scouting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Burst Run Efficiency	+20
Camouflage	+5

Commands Granted

Mask Scent

Exploration III: Harsh Environment Training—A Scout learns the techniques necessary to negotiate extremely harsh environments such as snowcapped peaks or dense jungle. This training further reduces the movement penalty for climbing hills. The Scout also increases her ability to hide herself from the attention of aggressive creatures.

Cost: 10,000 Scouting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+20
Camouflage	+10

Commands Granted

None

THE STARTING PROFESSIONS

Exploration IV: Alien Environment Training—This is the most difficult form of terrain negotiation training a Scout can undergo. During this rigorous process, the Scout learns how to move effectively in alien environments such as low gravity, vacuum, and corrosive atmosphere. At this skill level, a Scout is capable of moving up even the steepest slopes quite quickly. The Scout also learns advanced methods for interacting safely with aggressive creatures, increasing the effectiveness of his or her scent-masking ability.

Cost: 15,000 Scouting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Burst Run Efficiency	+20
Camouflage	+15

Commands Granted

None

Trapping I: Makeshift Design—The discipline of trapping is as old as the Scouting profession. Whether the Scout is setting a trap for his evening meal or for an encroaching enemy force, the principles are the same. Makeshift trap design involves building simple traps out of available resources.

Cost: 1,000 Trapping Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+5

Commands Granted

Sharp Bone Spur

Glow-Juice Trap

Trapping II: Refined Design—This represents a continuing evolution in the Scout's understanding of mechanics and animal behavior. At this skill level, the Scout may draw upon field knowledge to create more effective devices.

Cost: 5,000 Trapping Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+5

Commands Granted

Noise Maker

Stink Bomb

Trapping III: Martial Design—Involves the Scouts integrating modern military theory into their trap design and creation process. From this point forward, the Scout's traps become more lethal and more extreme in their effects.

Cost: 10,000 Trapping Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+5

Commands Granted

Phecnacine Dart

Glow-Wire Trap

Trapping IV: Elite Martial Design—The Scout of this level designs traps that are the envy of military forces throughout the galaxy. She could be a weapons designer if her interest did not direct her toward wilderness and wild creatures. The Scout's traps have become creative and effective.

Cost: 15,000 Trapping Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+10

Commands Granted

Adhesive Mesh

Hunting I: Civilian Methodology—A Scout who learns civilian hunting methodology understands the basics of game hunting. This skill imparts a fundamental knowledge of organic life, as well as techniques for harvesting organic resources from such creatures.

Cost: 1,000 Scouting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+5
Creature Harvesting	+5

Commands Granted

None

Hunting II: Military Methodology—Enhances hunting knowledge by teaching the Scout to integrate techniques employed by military special forces. The Scout also undergoes an intensive study of common organic life-forms. The result is an increased ability to harvest organic resources as well as a greater understanding of creature capabilities.

Cost: 5,000 Scouting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+10

Commands Granted

None

Hunting III: Trandoshan Methodology—This is an extremely advanced form of hunting developed by the predatorial Trandoshan species. The Scout learns how to maximize resources gathering and creature identification using time-tested techniques.

Cost: 10,000 Scouting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+10
Creature Harvesting	+5

Commands Granted

None

THE STARTING PROFESSIONS

Hunting IV: Unconventional Methodology—This represents the Scout integrating her own personal experience with book-learned knowledge. The Scout has invented and mastered ways of handling creatures of which his or her peers may be unaware. The capability imparts a high ability to harvest organic resources and identify creature statistics.

Cost: 15,000 Scouting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+10
Creature Harvesting	+10

Commands Granted

None

Survival I: Rudimentary Techniques—Includes the study of basic field survival methods used by civilian game hunters. This allows the Scout to construct improved shelters. The Scout also learns basic ways of identifying and gathering edible resources.

Cost: 1,000 Wilderness Survival Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Camping	+5
Foraging	+5

Commands Granted

Forage

Survival II: Advanced Techniques—Elevates the Scout's understanding of safe shelter construction as well as wild resources gathering. The Scout's camps become secure, gaining the ability to repel creature incursion.

Cost: 5,000 Wilderness Survival Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Camping	+10
Foraging	+10

Commands Granted

Multiperson Camp Kit

Survival III: Harsh Environment Techniques—A Scout who studies harsh environment techniques is more capable of building beneficial camps. At this skill level, the Scout's camps not only allow faster healing, but also repel more powerful creatures. The Scout also becomes more skilled at gathering wild resources and now can find two foraged items in a single attempt.

Cost: 10,000 Wilderness Survival Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Camping	+10
Foraging	+10

Commands Granted

None



Survival IV: Special Techniques—This skill involves the Scout learning planet-specific and region-specific survival methods that heighten his camp construction and foraging abilities. At this skill level, the Scout's camps become secure, having a good chance of repulsing aggressive creatures.

Cost: 20,000 Wilderness Survival Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Camping	+10
Foraging	+10

Commands Granted

Improved Camp Kit



Master Scout: A Master Scout has learned the techniques of surviving in the rough and has gained many insights into the nature of interacting with wildlife. At the Master level, a Scout gains the ability to forage up to three items in a single attempt. Master Scouts may continue their studies by becoming Rangers, Squad Leaders, or Creature Handlers. Alternately, a Master Scout may become a Rancher.

Cost: 20,000 Scouting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+10
Burst Run Efficiency	+10
Camping	+10
Foraging	+10
Creature Knowledge	+10
Creature Harvesting	+5
Camouflage	+20
Trapping	+20

Commands Granted

None

THE ELITE PROFESSIONS

The Elite professions are the first set of second tier careers. They are derived from a single starting profession. Some of the Elites can be reached from a single branch of a basic profession while others require mastery of all the skills of the tree.

ARCHITECT

"Mudhole? Slimy? My home this is!!"

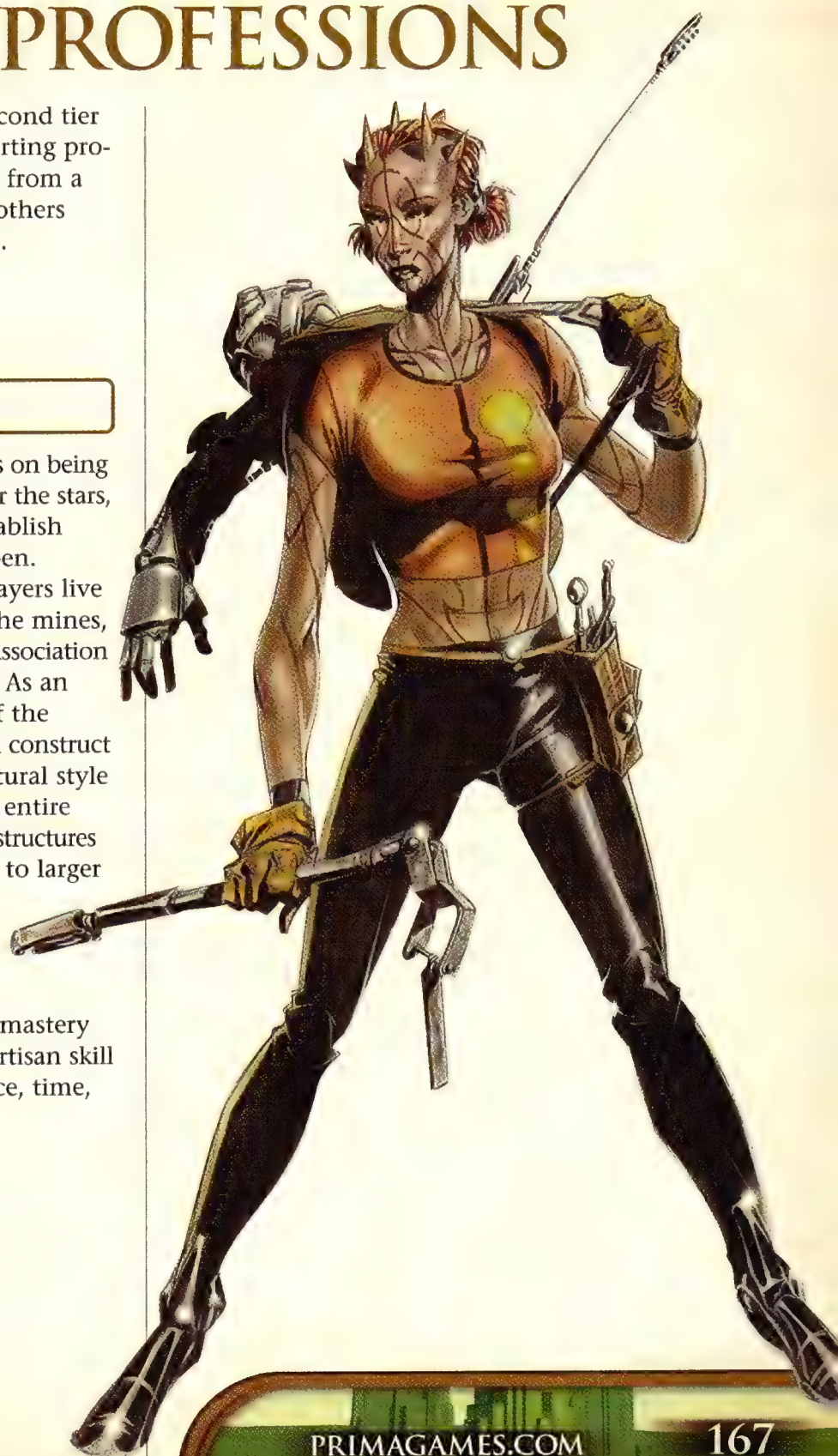
Derived from: Artisan—page 113

Though many adventurers pride themselves on being able to sleep on nothing but a bedroll under the stars, eventually everyone finds the need to establish roots. The Architect helps make this happen.

The Architect designs the buildings players live in, the power generators that run them, the mines, the harvesters, the factories and the Player Association buildings. They can also design furniture. As an Architect's skills increase, so do the size of the buildings. The most advanced Architect can construct multi-level homes in the specific architectural style of a planet. Architects usually help found entire communities. The resources needed to build structures are intensive, and pooling resources leads to larger houses and larger communities. The Architect's buildings are highly sought-after items: some for their usefulness, some for security, some just for vanity.

Becoming a Novice Architect requires mastery only of the engineering discipline of the Artisan skill tree. Mastering the Architect takes patience, time, and help from others.

—Jeff Sanders



THE ARCHITECT SKILL TREE



ARCHITECT
ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Architect: Architects can design and craft a wide variety of buildings, including houses, guildhalls, and resource harvesters.

Cost: 6,000 General Crafting Experience

6 Skill Points

Skill Mods: None

Commands Granted

Potted Tree, Style One

Torch

Large Potted Plant, Style One

Small Potted Plant, Style One

Armoire

LoveSeat

Bookcase

Chest

Couch

Weapon, Droid, and General Item Crafting Station

Structure and Furniture Crafting Station

Food and Chemical Crafting Station

Clothing and Armor Crafting Station

Deed For: Equipment Factory

Deed for: Moisture Vaporator

Fluidic Drilling Pump Unit

Harvester Mechanism

Ore Mining Unit

Manufacturing Mechanism

Light Ore Mining Unit

Structural Module

Light Power Core Unit

Small Structure Storage Module

Deed for: Small Tatooine House

Deed for: Small Corellia House

Deed for: Small Corellia House (Floorplan 2)

Deed for: Small Naboo House

Generator Turbine

Wall Module

Furniture I: Modest—Each rank in Furniture gives the player access to new types of home decoration schematics.

Cost: 10,000 Structure Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Structure Assembly	+5

Commands Granted

Tool Chest

LoveSeat

Cheap Café Table

Small Table

Chair

Café Table

End Table

Squared Metal Chair

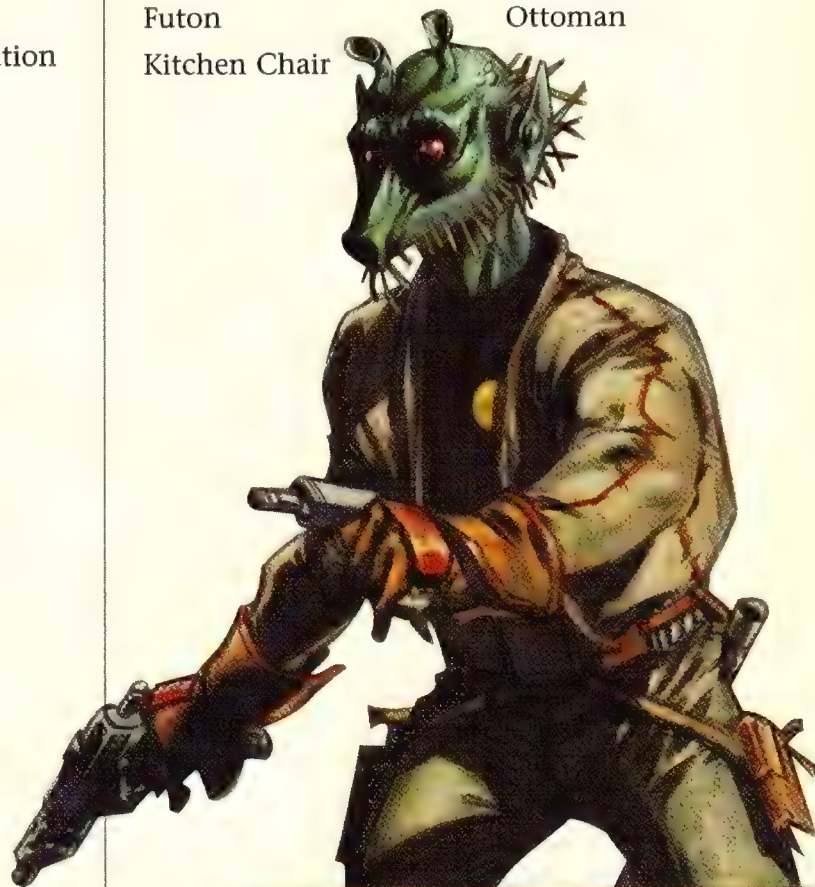
Divan

Metal Chair

Futon

Ottoman

Kitchen Chair



Furniture II: Stylish—Each rank in Furniture gives the player access to new types of home decoration schematics.

Cost: 14,000 Structure Crafting Experience

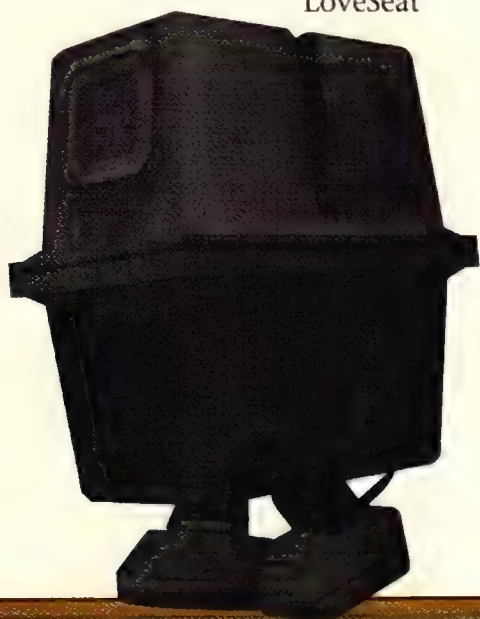
4 Skill Points

SKILL MODS

MOD	VALUE
Structure Assembly	+5

Commands Granted

Small Bed	Droid Detection Device
ToolChest	Desk Lamp
Reclining Chair	Free-standing Lamp
Café Chair	Table-Top Lamp
Upholstered Chair	Table-Top Lamp, Style One
Wooden Chair	Armoire
Large Couch	Bookcase
Small Couch	Cabinet
	LoveSeat



Furniture III: Advanced—Each rank in Furniture gives the player access to new types of home decoration schematics.

Cost: 18,000 Structure Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Structure Assembly	+10

Commands Granted

Ballot Box Terminal	Chest
Large Bed	Chair
Couch	Data Terminal

Furniture IV: Tech—Each rank in Furniture gives the player access to new types of home decoration schematics.

Cost: 22,000 Structure Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Structure Assembly	+15

Commands Granted

Data Terminal	Table
Sofa Chair	Café Table
End Table	Dining Table
Small Modern	
End Table	

THE ELITE PROFESSIONS

Construction I: Intermediate—Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

Cost: 10,000 Structure Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Structure Experimentation	+5
Structure Complexity	+5

Commands Granted

None

Construction II: Advanced—Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

Cost: 14,000 Structure Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Structure Experimentation	+5
Structure Complexity	+5

Commands Granted

None

Construction III: Expert—Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

Cost: 18,000 Structure Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Structure Experimentation	+10
Structure Complexity	+10

Commands Granted

None

Construction IV: Master—Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

Cost: 22,000 Structure Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Structure Experimentation	+15
Structure Complexity	+15

Commands Granted

None

Installations I: Factories—Each rank in Installations gives the player access to new types of non-home structure schematics.

Cost: 10,000 Structure Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Deed for: Wearables Factory

Deed for: Food Factory

Deed for: Structure Factory

Installations II: Medium Harvesters—Each rank in Installations gives the player access to new types of non-home structure schematics.

Cost: 14,000 Structure Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Deed for: Mineral Mining Installation

Deed for: Solar Power Generator

Deed for: Natural Gas Processor

Deed for: Chemical Extractor

Installations III: Medium Harvesters—Each rank in Installations gives the player access to new types of non-home structure schematics.

Cost: 18,000 Structure Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Deed for: Deep Crust Chemical Extractor

Deed for: Automated Flora Farm

Installations IV: Heavy Harvesters—Each rank in Installations gives the player access to new types of non-home structure schematics.

Cost: 22,000 Structure Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Deed for: High Efficiency Moisture Vaporator

Deed for: High Capacity Flora Farm

Deed for: Heavy Natural Gas Processor

Deed for: Heavy Mineral Mining Installation

Deed for: Fusion Power Generator

Buildings I: Small Houses—Each rank in Building gives the player access to new types of homes and structures.

Cost: 10,000 Structure Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Power Core Unit

Structure Storage Module

Deed for: Small Corellia House (Style 2, Floorplan 2)

Deed for: Small Corellia House (Style 2)

Deed for: Small Naboo House (Style 2)

Deed for: Small Tatooine House (Style 2)

Deed for: Small Generic Planet House (Floorplan 2)

Deed for: Small Generic Planet House

THE ELITE PROFESSIONS

Buildings II: Medium Houses—Each rank in Building gives the player access to new types of homes and structures.

Cost: 14,000 Structure Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Deed for: Medium Corellia House

Deed for: Medium Naboo House

Deed for: Medium Tatooine House

Deed for: Small Generic Planet House (Style 2)

Deed for: Small Corellia House (Style 2, Floorplan 2)

Buildings III: Large Houses—Each rank in Building gives the player access to new types of homes and structures.

Cost: 18,000 Structure Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Deed for: Large Corellia House

Deed for: Large Naboo House

Deed for: Large Tatooine House

Deed for: Medium Generic Planet House

Building IV: Large Houses—Each rank in Building gives the player access to new types of homes and structures.

Cost: 22,000 Structure Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Deed for: Medium Generic Planet House (Style 2)

Deed for: Large Corellia House (Style 2)

Deed for: Large Generic Planet House

Deed for: Large Generic Planet House (Style 2)

Master Architect: The Master Architect can create a wide range of structures for any want or need.

Cost: 30,000 Structure Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Structure Assembly	+20
Structure Experimentation	+20
Structure Complexity	+20

Commands Granted

Café Table

End Table

Couch

Armoire

Bookcase

Chair

Loveseat

Chest

Deed for: Corellian Guild Hall

Deed for: Generic Planet Guild Hall

Deed for: Tatooine Guild Hall

Deed for: Naboo Guild Hall



ARMORSMITH

"That armor's too strong for blasters."

Derived from: Artisan—page 113

The Armorsmith carries a title from ancient times. The crafter of modern armor has a more difficult and complex job than the first creature that protected itself by strapping on another animal's skin. But the strengths of armor lie in tradition and proven techniques, so the name continues to be used in honor and respect.

The Armorsmith makes armor. That may sound simple, but the details of doing so are more complex. Most Armorsmiths get their start on frontier worlds converting the materials of the land into protective gear for those in danger. As their skills increase, they are able to use more complex materials, allowing them to craft more efficient and more protective armor types. Certain armor types can be customized to resist specific types of damage such as heat, cold, or blast. Some can even be made to resist multiple types of specific damage. Some characters complain that armor slows them, that it is too heavy, or makes it difficult to perform actions. While all this is true, most change their views after they have seen a friend with a blaster hole in his back or had their arms slashed open by a flesh-eating chuba.

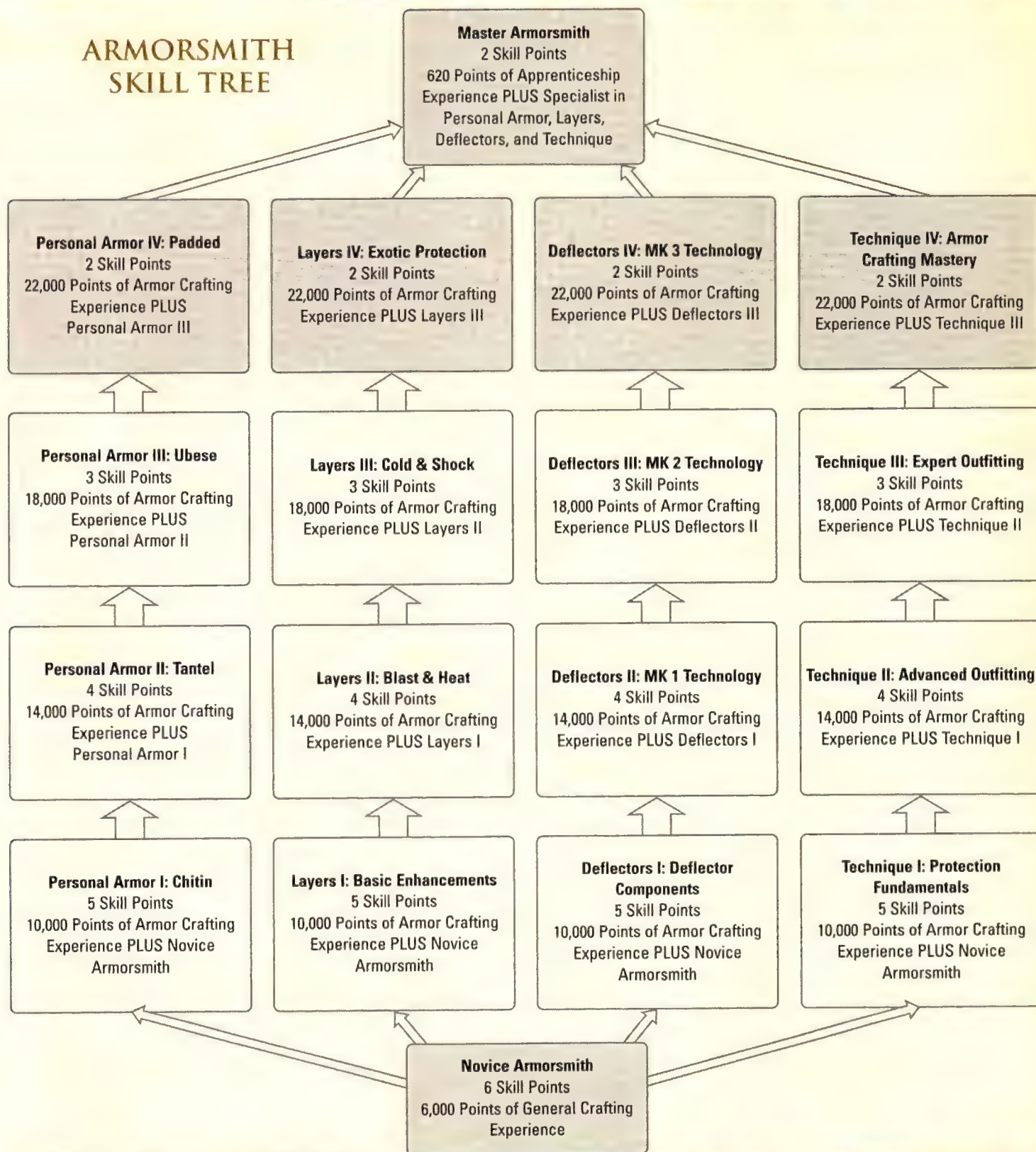
Organizations are often looking for a talented Armorsmith. Those who need protection and those who just want to look tough seek the Armorsmith.

—Jeff Sanders



THE ELITE PROFESSIONS

ARMORSMITH SKILL TREE



SKILL TREE

ELITE PROFESSION

Novice Armorsmith: The Armorsmith can craft resilient protective clothing out of base materials. The Novice Armorsmith begins to learn the secrets needed for crafting master armor.

Cost: 6,000 General Crafting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Armor Assembly	+10
Armor Experimentation	+10

Commands Granted

Armor Upgrade Kit
 Armorweave Segment
 Mabari Armorweave Belt
 Mabari Armorweave Boots
 Mabari Armorweave Chest Plate
 Mabari Armorweave Gloves
 Mabari Armorweave Helmet
 Mabari Armorweave Pants



Personal Armor I: Chitin—Teaches the Armorsmith the skill to make personal armor protection.

Cost: 10,000 Armor Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Tantel Armor Segment
 Chitin Armor Segment
 Chitin Armor Left Bicep
 Chitin Armor Right Bicep
 Chitin Armor Boots
 Chitin Armor Left Bracer
 Chitin Armor Right Bracer
 Chitin Armor Chest Plate
 Chitin Armor Gloves
 Chitin Armor Helmet
 Chitin Armor Leggings

Personal Armor II: Tantel—improves the Armorsmith's skills at making personal armor protection.

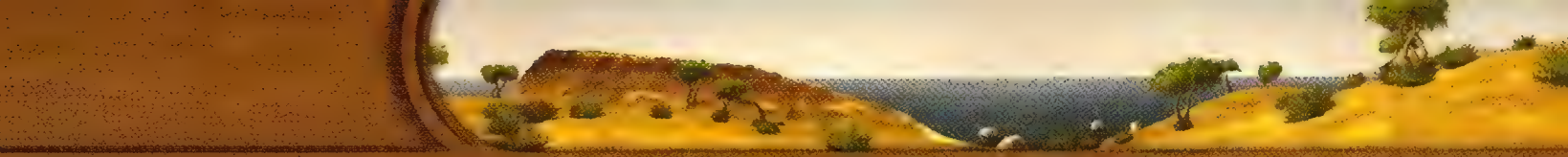
Cost: 14,000 Armor Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Padded Armor Segment
 Tantel Armor Boots
 Tantel Armor Chest Plate
 Tantel Armor Helmet
 Advanced Bone Armor Segment
 Advanced Armorweave Segment



THE ELITE PROFESSIONS

Personal Armor III: Ubese—improves the Armorsmith's skills at making personal armor protection.

Cost: 18,000 Armor Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Ubese Armor Segment
Ubese Armor Bandolier
Ubese Armor Boots
Ubese Armor Left Bracer
Ubese Armor Right Bracer
Ubese Armor Gloves
Ubese Armor Helmet
Ubese Armor Jacket
Ubese Armor Pants
Ubese Armor Shirt
Advanced Chitin Armor Segment
Advanced Padded Armor Segment

Personal Armor IV: Padded—improves the Armorsmith's skills at making personal armor protection.

Cost: 22,000 Armor Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Composite Armor Segment	Padded Armor Right Bracer
Padded Armor Belt	Padded Armor Chest Plate
Padded Armor Left Bicep	Padded Armor Gloves
Padded Armor Right Bicep	Padded Armor Helmet
Padded Armor Boots	Padded Armor Leggings
Padded Armor Left Bracer	Advanced Ubese Armor Segment

Layers I: Basic Enhancements—Grants the knowledge to make heavy armors.

Cost: 10,000 Armor Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Kinetic Protection Armor Layer
Energy Protection Armor Layer

Layers II: Blast & Heat—improves the Armorsmith's ability to make heavy armors.

Cost: 14,000 Armor Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Blast Protection Armor Layer
Heat Protection Armor Layer

Layers III: Cold & Shock—improves the Armorsmith's ability to make heavy armors.

Cost: 18,000 Armor Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Cold Protection Armor Layer
Electrical Protection Armor Layer

Layers IV: Exotic Protection—improves the Armorsmith's ability to make heavy armors.

Cost: 22,000 Armor Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Acid Protection Armor Layer

Deflectors I: Deflector Components—Teaches the Armorsmith to make basic deflectors.

Cost: 10,000 Armor Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Deflector Shield Generator—Particle

Deflector Shield Generator—Energy Ray

Deflector Shield Emitter Assembly

Deflector Shield Projector Plate

Deflectors II: Mk. 1 Technology—improves the Armorsmith's ability to make deflectors.

Cost: 14,000 Armor Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Personal Shield Generator Mk.1

Deflectors III: Mk. 2 Technology—improves the Armorsmith's ability to make deflectors.

Cost: 18,000 Armor Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Personal Shield Generator Mk.2

Deflectors IV: Mk. 3 Technology—improves the Armorsmith's ability to make deflectors.

Cost: 22,000 Armor Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Personal Shield Generator Mk.3

Technique I: Protection Fundamentals—Grants the knowledge to make more complex armor components and completed armor suits.

Cost: 10,000 Armor Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Armor Assembly	+10
Armor Experimentation	+10

Commands Granted

None

THE ELITE PROFESSIONS

Technique II: Advanced Outfitting—Grants the knowledge to make more complex armor components and completed armor suits.

Cost: 14,000 Armor Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Armor Assembly	+10
Armor Experimentation	+10

Commands Granted

None

Technique III: Expert Outfitting—Grants the knowledge to make more complex armor components and completed armor suits.

Cost: 18,000 Armor Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Armor Assembly	+15
Armor Experimentation	+15

Commands Granted

None

Technique IV: Armor Crafting Mastery: Grants the knowledge to make more complex armor components and completed armor suits.

Cost: 22,000 Armor Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Armor Assembly	+20
Armor Experimentation	+20

Commands Granted

None

Master Armorsmith: The Master Armorsmith is able to create the lightest, most protective armor that can be found anywhere.

Cost: 30,000 Armor Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Armor Assembly	+25
Armor Experimentation	+25

Commands Granted

Stun Protection	Composite Armor
Armor Layer	Right Bracer
Composite Armor	Composite Armor
Left Bicep	Chest Plate
Composite Armor	Composite Armor Gloves
Right Bicep	Composite Armor Helmet
Composite Armor Boots	Composite Armor Pants
Composite Armor	Advanced Composite
Left Bracer	Armor Segment





CARBINEER

"Bring them on! I prefer a straight fight to all this sneaking around."

Derived from: Marksman—page 140

The Carbineer is the front line troop. With enough range to engage at a good distance and enough firepower to make things difficult for the enemy when things get close, the Carbineer is the staple of any major fighting force.

Like the Rifleman and the Pistolier, the Carbineer has a weapon of choice. The carbine is a lighter version of rifles, with a focus on volume of fire over accuracy. The Carbineer focuses on using bursts of fire to confuse or pin down enemies. Through suppression fire, wild volleys, scattered bursts, or full automatic fire, the carbine can cause confusion and terror in those who oppose it.

Suited best for the mid-range firefight, it is often the Carbineer who leads a charge on an enemy position. Experienced Carbineers can fire accurately while on the move. They can even aim for specific locations, crippling retreating enemies or halting oncoming charges.

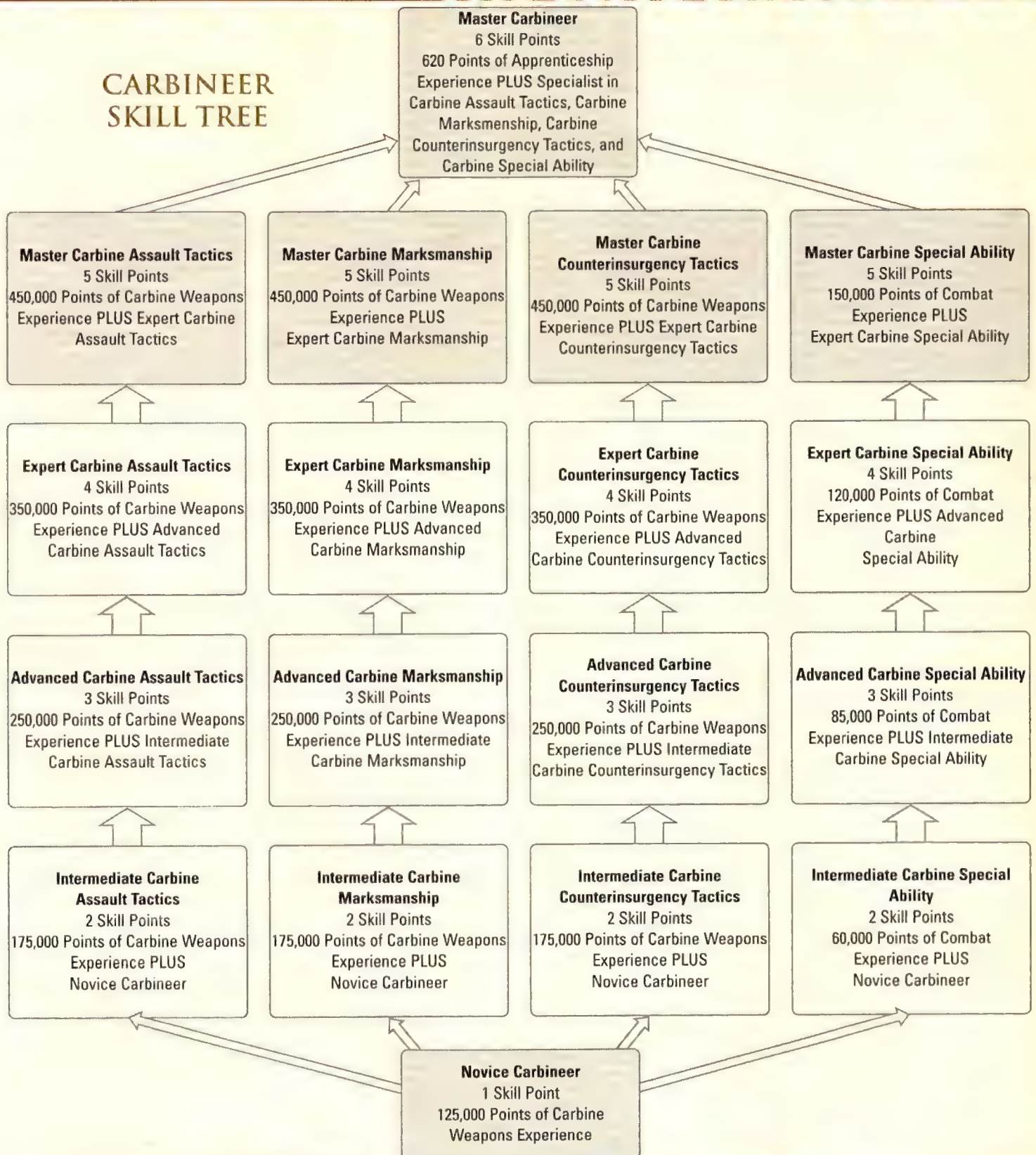
Again, the Novice level of this profession is fairly easily reached. However, advancement through it takes a great deal more effort. If you really like being in the middle of firefights, this may be the profession for you.

—Jeff Sanders



THE ELITE PROFESSIONS

CARBINEER SKILL TREE



CARBINEER
ELITE PROFESSION

Novice Carbineer: Carbineers pick up the unique skills and abilities to excel at carbine ranged weapons. The Novice Carbineer skill begins a player's specialization in this combat path.

Cost: 125,000 Carbine Weapons Experience

1 Skill Point

SKILL MODS

MOD	VALUE
Carbine Speed	+5
Carbine Accuracy	+5

Commands Granted

Action Shot 2
Elite Carbine Certification
Full Auto Single 2

Intermediate Carbine Assault Tactics: Begins the Carbineer on the path toward faster attacks and a specialized style of multiple-location shooting.

Cost: 175,000 Carbine Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5

Commands Granted

Scatter Shot

Advanced Carbine Assault Tactics: Teaches the Carbineer more advanced attack-speed techniques.

Cost: 250,000 Carbine Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5

Commands Granted

Wild Shot 1

Expert Carbine Assault Tactics: Continues the Carbineer's education in raising the speed of his attacks while being able to hit multiple locations on an opponent at once.

Cost: 350,000 Carbine Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5

Commands Granted

Scatter Shot 2

Master Carbine Assault Tactics: Conveys a masterful level of understanding of carbine attack speed, and gives the Carbineer the ability to simultaneously stun several targets.

Cost: 450,000 Carbine Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+5

Commands Granted

Wild Shot 2

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Intermediate Carbine Marksmanship: Grants the Carbineer more accuracy, and a better understanding of how to hit a target in its legs to best effect.

Cost: 175,000 Carbine Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+5

Commands Granted

Leg Shot 3

Advanced Carbine Marksmanship: Grants the Carbineer better carbine accuracy.

Cost: 250,000 Carbine Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+10

Commands Granted

None

Expert Carbine Marksmanship: Grants the Carbineer even better carbine accuracy, and teaches more powerful attack capabilities.

Cost: 350,000 Carbine Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+5

Commands Granted

Crippling Shot

Master Carbine Marksmanship: Raises the level of the Carbineer's accuracy to a masterful one, and allows her to hit much more often than an average Marksman.

Cost: 450,000 Carbine Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+10

Commands Granted

None

Intermediate Carbine Counterinsurgency

Tactics: Begins the Carbineer along the path of using prudent defensive measures against reckless attacks by enemies.

Cost: 175,000 Carbine Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Counterattack	+5

Commands Granted

Burst Shot 1



Advanced Carbine Counterinsurgency

Tactics: Shows the Carbineer how to defend himself in certain situations.

Cost: 250,000 Carbine Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Defense vs. Knockdown	+15
Defense vs. Intimidate	+15
Counterattack	+5

Commands Granted

None

Expert Carbine Counterinsurgency Tactics:

Shows the Carbineer the power of counterattacking against a powerful offense.

Cost: 350,000 Carbine Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Counterattack	+5

Commands Granted

Burst Shot 2

Master Carbine Counterinsurgency Tactics:

Allows the Carbineer to attain a masterful level of understanding of the ability to counterattack opponents who prefer to charge into combat recklessly. At this level, a Carbineer has a good chance of halting a single opponent's rush by driving it into the ground.

Cost: 450,000 Carbine Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Counterattack	+5

Commands Granted

Suppression Fire

Intermediate Carbine Special Abilities:

Grants additional special moves to the Carbineer.

Cost: 60,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy While Moving	+5

Commands Granted

Full Auto Area 1

Advanced Carbine Special Abilities: Grants additional special moves to the Carbineer.

Cost: 85,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy While Moving	+5

Commands Granted

Charge Shot 1

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Expert Carbine Special Abilities: Grants additional special moves to the Carbineer.

Cost: 120,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy While Moving	+5

Commands Granted

Full Auto Area 2

Master Carbine Special Abilities: Grants additional special moves to the Carbineer. At this level of mastery, a Carbineer can hit targets while moving more easily, and can simultaneously knock down multiple opponents.

Cost: 150,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy While Moving	+5

Commands Granted

Charge Shot 2

Master Carbineer: The Master Carbineer is unequalled in her abilities with carbine weapons.

Cost: 620 Apprenticeship Experience

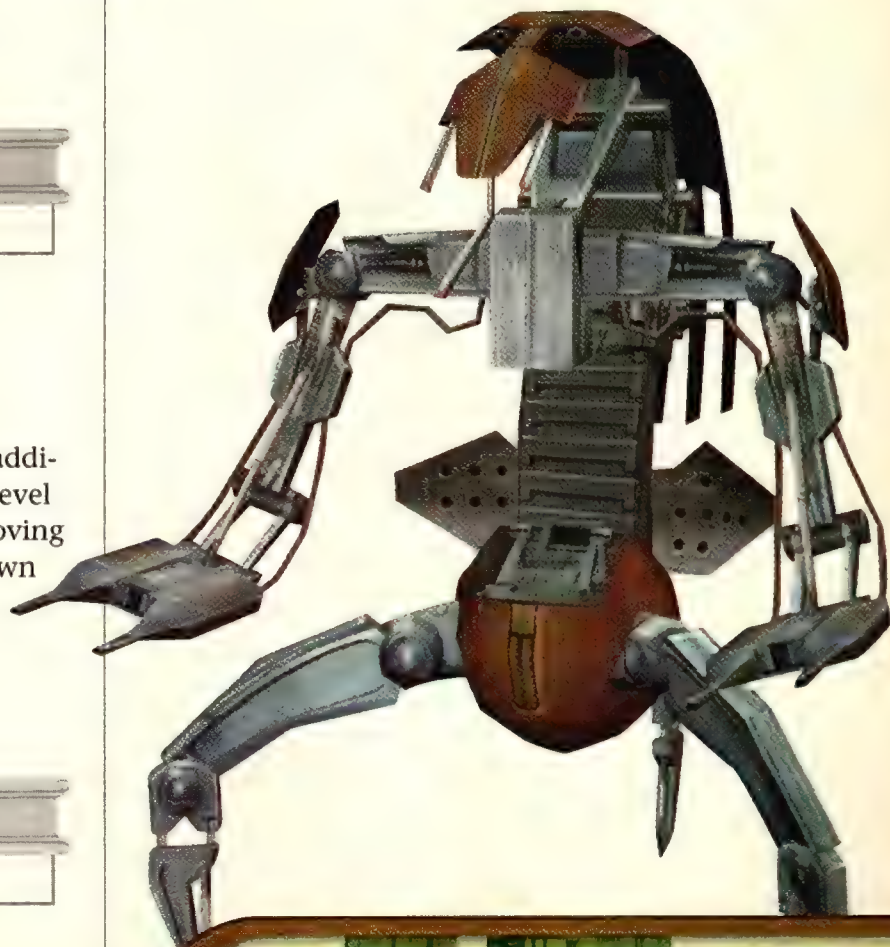
6 Skill Points

SKILL MODS

MOD	VALUE
Carbine Speed	+10
Carbine Accuracy	+20
Carbine Accuracy While Moving	+10
Carbine Aiming	+4
Ranged Defense	+5

Commands Granted

None





CHEF

"How you get so big, eating food of this kind?"

Derived from: Artisan—page 113

Sweesonberry rolls, braised canron, kiwik clusjo swirl—these are some of the culinary wonders created by the Chef.

The Chef specializes in the preparation and presentation of food, creating both workaday meals and gourmet delicacies. The culinary hub around which society turns, the Chef is at the center of all social gatherings, providing a wide range of delectable edibles—from refined catering for hotels and cantinas, to hearty provisions for armies on the move. The Chef's talents are always in demand for private parties, weddings, banquets, and all manner of celebrations. In addition to fine cuisine, Chefs also prepare exotic beverages—Tatooine sunburn, Corellian ale, Ithorian mist—perfect for wetting the whistles of battle-weary adventurers.

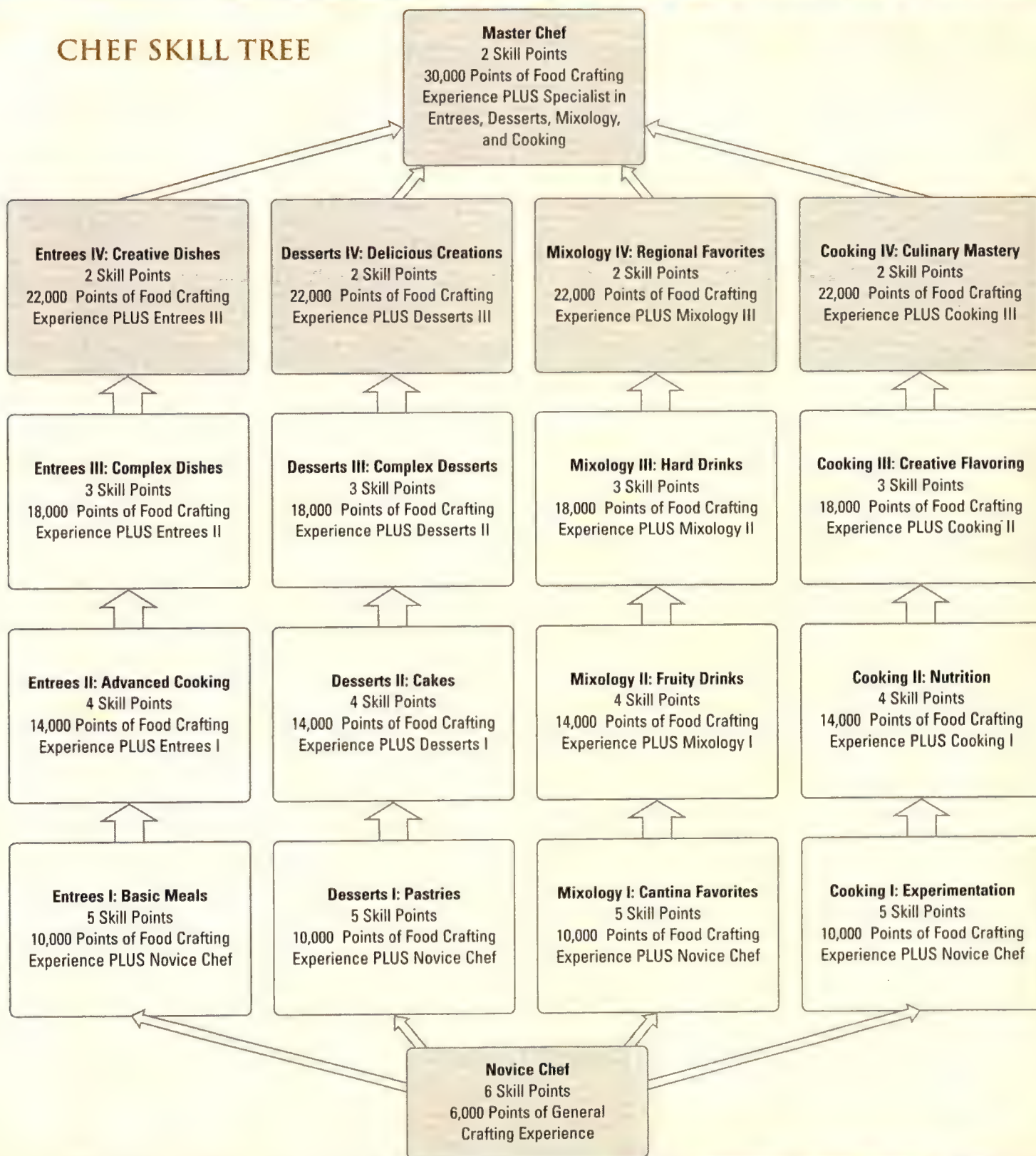
The Chef profession requires mastery of the Artisan profession and a thorough knowledge of recipes, mixology, nutrition, flavoring, and both interplanetary and regional dishes. An ambitious Artisan with a "taste" for the culinary arts will delight in the many social, commercial, and creative benefits enjoyed by the talented Chef.

—Neilie Johnson



THE ELITE PROFESSIONS

CHEF SKILL TREE



CHEF
ELITE PROFESSION

Novice Chef: The Chef learns to make exquisite foods, which can bring temporary and valuable statistic enhancements for other professions.

Cost: 6,000 General Crafting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Food Assembly	+20
Food Experimentation	+20

Commands Granted

Soypro	Blap Biscuit
Meatlump	Alcohol
Wastil Bread	Charde
Almond-Kwevvu	
Crisp Munchies	

Entrees I: Basic Meals

Cost: 10,000 Food Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Protato	Blood Chowder
Synthsteak	Stewed Gwouch
Cho-Nor-Hoola	Fried Endwa

Entrees II: Advanced Cooking

Cost: 14,000 Food Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Puk	Veghash
Karkan Ribenes	Fire Stew
Trimpian	Ormackek

Entrees III: Complex Dishes

Cost: 18,000 Food Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Gruuvan Shaal	Ahrisa
Havla	Patot Panak
Scrimpi	Ramorrean Capanata

Entrees IV: Creative Dishes

Cost: 22,000 Food Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Vegeparsine	Braised Canron
Bivoli Tempari	Rakriran Burnout Sauce
Terratta	Xermaauc

THE ELITE PROFESSIONS

Desserts I: Pastries

Cost: 10,000 Food Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Bantha Butter	Chandad
Pastebread	Para Roll
Won-Won	Puffcake

Desserts II: Cakes

Cost: 14,000 Food Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Sweet Cake Mix	Dweezel
Parwan Nutricake	Felbar
Pyollian Cake	Nanana Twist

Desserts III: Complex Desserts

Cost: 18,000 Food Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Citros Snow Cake	Kiwik Clusjo Swirl
Pikatta Pie	Wedding Cake
Gornnar	Ryshcate

Desserts IV: Delicious Desserts

Cost: 22,000 Food Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Cavaellin Creams
Vagnerian Canape
Sweesonberry Rolls
Smuggler's Delight
Glazed Glucose Pate
Corellian Fried Ice Cream

Mixology I: Cantina Favorites

Cost: 10,000 Food Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Sullustan Gin	Gralinyn Juice
Bantha Blaster	Corellian Ale
Deuterium-pyro	Blue Milk



THE ELITE PROFESSIONS

Cooking III: Creative Flavoring—Increases the Chef's ability to specialize the effectiveness of his recipes.

Cost: 18,000 Food Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Food Assembly	+20
Food Experimentation	+20

Commands Granted

None

Cooking IV: Culinary Mastery—Increases the Chef's ability to specialize the effectiveness of his recipes.

Cost: 22,000 Food Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Food Assembly	+20
Food Experimentation	+20

Commands Granted

None

Master Chef: The Master Chef can create the most delicious (and beneficial) foods available.

Cost: 30,000 Food Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Food Assembly	+10
Food Experimentation	+10

Commands Granted

Angerian Fishak Surprise

Breath of Heaven

Flameout

Thakitillo

Vercupti of Agazza Boleruuee

Deneelian Fizz Pudding

Tranna Nougat Cream



Mixology II: Fruity Drinks

Cost: 14,000 Food Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Kylessian Fruit Distillate	Durindfire
Tatooine Sunburn	Ithorian Mist
Veronian Berry Wine	Corellian Brandy
Cortyg	

Mixology III: Hard Drinks

Cost: 18,000 Food Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Aludium pu36	Antakarian Fire Dancer
T'ssolok	Garrmorl
Vasarian Brandy	Ice Blaster
Accarragm	

Mixology IV: Regional Favorites

Cost: 22,000 Food Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Bespin Port
Double-Dip Outer Rim Rumdrop
Elshandruu Pica Thundercloud
T'illa-T'il
Vayerbok
Skannbult Likker

Cooking I: Experimentation—Increases the Chef's ability to specialize the effectiveness of his recipes.

Cost: 10,000 Food Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Food Assembly	+10
Food Experimentation	+10

Commands Granted

None

Cooking II: Nutrition—Increases the Chef's ability to specialize the effectiveness of his recipes.

Cost: 14,000 Food Crafting Experience

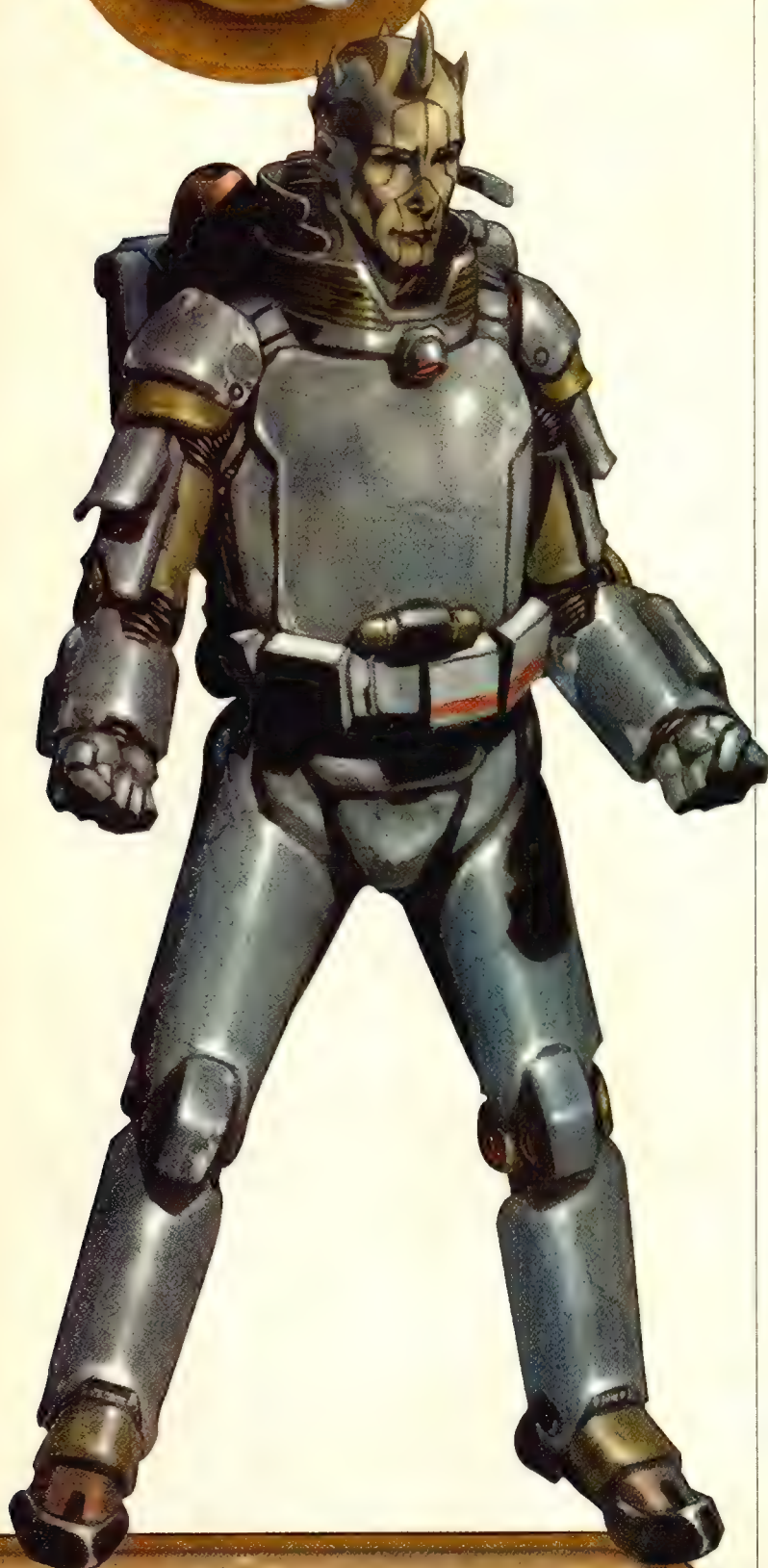
4 Skill Points

SKILL MODS

MOD	VALUE
Food Assembly	+20
Food Experimentation	+20

Commands Granted

None



CREATURE HANDLER

"Why, you stuck-up, half-witted, scruffy-looking...nerfherder!"

Derived from: Scout—page 158

Creature Handlers are renowned for their kinship with their creature companions, and for good reason. This kinship, developed since the creature was a newborn, is built on a mutual trust that requires both parties to tend for the other's welfare. Taken to the most extreme, this relationship has pets fighting to the death to protect their besieged masters. It is this relationship that has attracted the most peaceful and the most sadistic Creature Handlers in the galaxy.

With only a shared history of training in hunting and exploration as Scouts, Creature Handlers often have much different approaches to their animal companions. Only as strong as the creatures that obey them, the highest aspiring Creature Handlers choose to invest time in creature taming, making it possible to control even the most vicious predators. For the Creature Handlers seeking a friendship or entertainment, their creature empathy serves to maintain a healthier lifestyle for their pets with a leisurely atmosphere, but can also reach such a level that their pets will go berserk should a situation demand such desperate behavior.

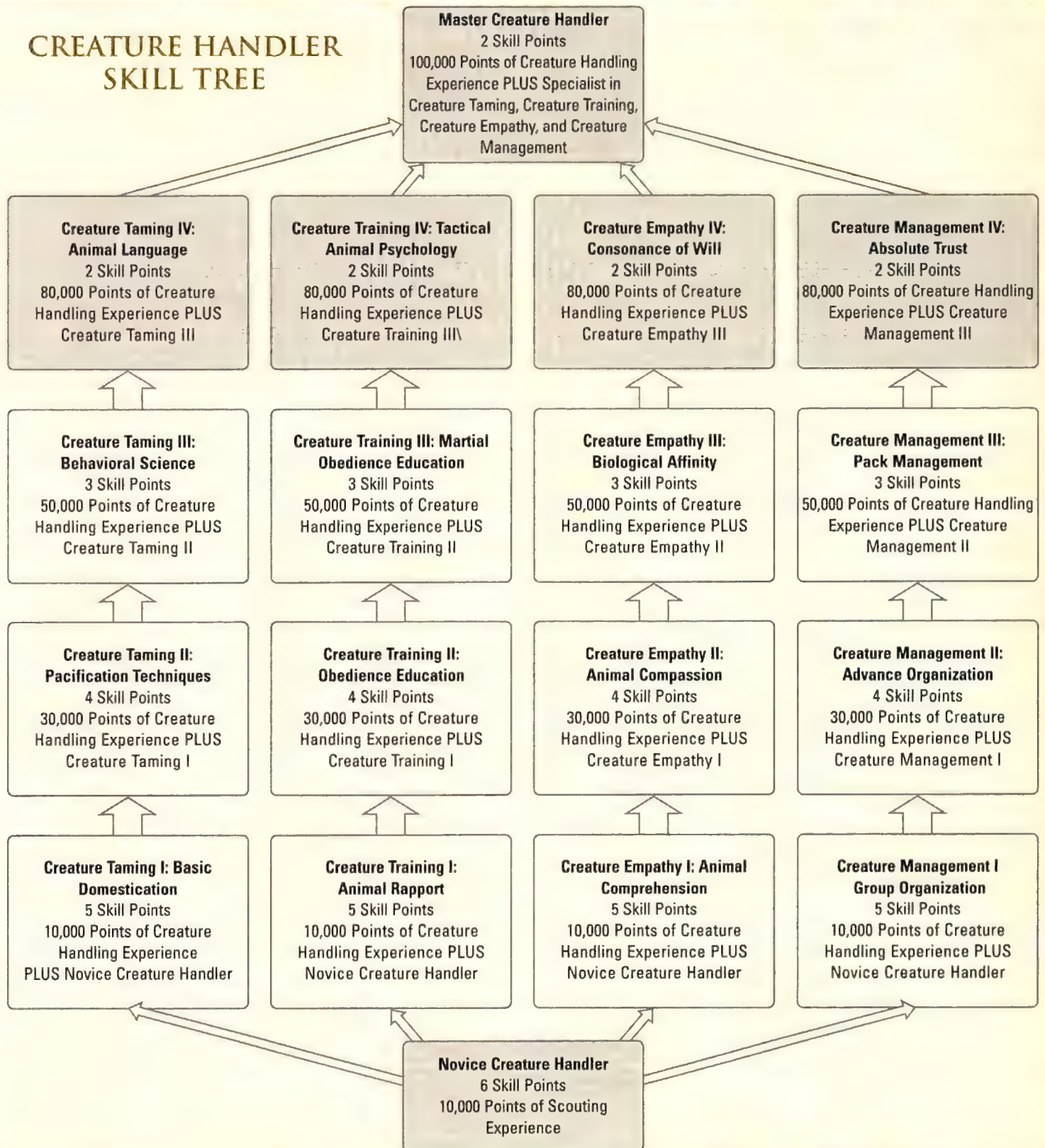
The Creature Handlers, seeking to form an army, spend most of their time in creature training, teaching their pets to maintain patrols, guard others, and establish military formations. Further schooling in creature management has given other Creature Handlers the necessary skills to control a larger number of pets and to have them take orders from others, making a business out of their abilities.

As a method of transportation, as part of a circus, or as simple companions, pets offer Creature Handlers a lifetime of adventure.

—John Kwong

THE ELITE PROFESSIONS

CREATURE HANDLER SKILL TREE



CREATURE HANDLER
ELITE PROFESSION

Novice Creature Handler: Novice Creature Handlers have a basic knowledge of taming wild creatures. They can train their creatures to perform limited acts, such as following or attacking. Eventually, the Creature Handler can grow to handle dangerous creatures.

Cost: 10,000 Scouting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Stored Pets	+2
Additional Pets	+1
Taming Wild Creatures	+5

Commands Granted

Pet Command: Attack Pet Command: Release
Pet Command: Follow Tame

Creature Taming I: Basic Domestication—The study of time-honored domestication techniques improves a Creature Handler's ability to tame wild creatures. It is also a necessary stepping-stone to ultimately mastering more aggressive creatures.

Cost: 10,000 Creature Handling Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Taming Wild Creatures	+10

Commands Granted

None

Creature Taming II: Pacification Techniques—Building on a firm foundation of creature taming methodology, this introduces methods of taming vicious creatures. At this skill level, the Creature Handler can tame lesser aggressive creatures.

Cost: 30,000 Creature Handling Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Taming Wild Creatures	+10
Taming Vicious Creatures	+10

Commands Granted

None

Creature Taming III: Behavioral Science—A Creature Handler who studies the behavioral science of common and uncommon creature types gains unique insights to enhance her abilities. These insights allow the Creature Handler the ability to tame larger, more powerful creature types.

Cost: 50,000 Creature Handling Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Taming Wild Creatures	+10
Taming Vicious Creatures	+10

Commands Granted

None

THE ELITE PROFESSIONS

Creature Taming IV: Animal Language—The paragon of creature tamers is the one who can speak to animals as easily as her own kind. Through many trials, a Creature Handler of this skill level has learned this secret and is able to train the most difficult and vicious beast.

Cost: 80,000 Creature Handling Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Taming Wild Creatures	+10
Taming Vicious Creatures	+15

Commands Granted

None

Creature I: Animal Rapport—The first step in learning to train a creature is to develop a rapport. A Creature Handler of this skill level understands how to cultivate such a relationship. His creatures listen to basic commands such as "stay."

Cost: 10,000 Creature Handling Experience

5 Skill Points

Skill Mods: None

Commands Granted

Pet Command: Stay

Creature Training II: Obedience Education—Creatures are driven by their subconscious and primal desires. Obedience education instructs the Creature Handler in how to overcome these desires and gain a deeper level of control over her pets. A Creature Handler of this skill level can command a creature to faithfully guard an area to its death.

Cost: 30,000 Creature Handling Experience

4 Skill Points

Skill Mods: None

Commands Granted

Pet Command: Guard

Creature Training III: Martial Obedience Education—A Creature Handler of this skill level has studied the use of animals in military and law enforcement applications. He is able to train their creature to be vigilant and aware and to patrol and defend an area from attack.

Cost: 50,000 Creature Handling Experience

3 Skill Points

Skill Mods: None

Commands Granted

Pet Command: Patrol



Creature Training IV: Tactical Animal Psychology—The highest level of training involves turning the creature's subconscious hunting instinct into a powerful offensive weapon. This skill level imparts the ability to order a group of creatures into an ordered formation, such a wedge or column.

Cost: 80,000 Creature Handling Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Stored Pets	+2

Commands Granted

Pet Command: Formations

Creature Empathy I: Animal Comprehension—Animal comprehension involves moving beyond the simple study of behavior into the realm of psychology. Through play and study, a Creature Handler of this skill level begins to understand her creature's thoughts and desires.

Cost: 10,000 Creature Handling Experience

5 Skill Points

Skill Mods: None

Commands Granted

Pet Command: Trick 1

Creature Empathy II: Animal Compassion—The ongoing study of creature psychology leads to a deep sense of compassion for all life. At this skill level the Creature Handler feels a deep connection to his animals and vice versa. The Creature Handler is able to encourage his pets in battle, increasing their ability to avoid enemy attack.

Cost: 30,000 Creature Handling Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Stored Pets	+2

Commands Granted

Pet Command: Trick 2

Creature Empathy III: Biological Affinity—At this skill level, the Creature Handler has developed a strong and unbreakable affinity with organic life. The handler is able to lend some of her own strength to increase her pet's inherent regenerative powers.

Cost: 50,000 Creature Handling Experience

3 Skill Points

Skill Mods: None

Commands Granted

Embolden Pets



THE ELITE PROFESSIONS

Creature Empathy IV: Consonance of Will—Through extended interaction with creatures, the Creature Handler has established an unparalleled relationship with his pets. The Creature Handler and his pets understand each other and act on each other's behalf. The pets would readily die for their master. At this skill level, the Creature Handler can push his pets beyond their normal physical and mental limits. By enraging his pets, the Creature Handler can drive them to great acts of ferocity at the cost of their mental focus.

Cost: 80,000 Creature Handling Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Stored Pets	+2

Commands Granted

Enrage Pets

Creature Management I: Group Organization—At this skill level, the Creature Handler can organize her creatures into a group. The Creature Handler has learned how to better control her pets as well as how to keep a close eye on the creature's status in the heat of combat.

Cost: 10,000 Creature Handling Experience

5 Skill Points

Skill Mods: None

Commands Granted

Pet Command: Group

Creature Management II: Advanced Organization—A Creature Handler of this skill level can order his pets to follow others. They will not obey the commands of the target, however.

Cost: 30,000 Creature Handling Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Stored Pets	+2

Commands Granted

Pet Command: Follow Other

Creature Management III: Pack Management—At this point, the Creature Handler has developed the ability to manage multiple creatures at a time. The Creature Handler may now simultaneously control two pets.

Cost: 50,000 Creature Handling Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Additional Pets	+1

Commands Granted

Pet Command: Friend

Creature Management IV: Absolute Trust—A Creature Handler with the absolute trust of her pets has earned a great thing indeed. Her pets obey orders without question, including permanently becoming the subject of another Creature Handler.

Cost: 80,000 Creature Handling Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Stored Pets	+2

Commands Granted

Pet Command: Transfer



Master Creature Handler: A Master Creature Handler has shared many trials with his pets. The handler has mastered every form of animal communication and has a deep understanding of the nature of life. The Master Creature Handler demands much from his pets and is often surrounded by powerful and fearsome beasts.

Cost: 100,000 Creature Handling Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Additional Pets	+1
Taming Wild Creatures	+5
Taming Vicious Creatures	+15

Commands Granted

None

THE ELITE PROFESSIONS

DANCER

"You know, sometimes I even amaze myself."

Derived from: *Entertainer*—page 132

"So you like to be the center of attention? You are at your best when all eyes are on you? One slip and you will look like an amateur, but if you hit that flourish and dazzle at just the right time, you know you will have the audience in your hands and your name will be spoken with respect."

—Besty, lead dancer in the Lucky Despot, Mos Eisley

Dancers do not need to be divas to be successful. This profession demands a balance of being nimble on your feet and quick with your tongue. Dancers serve a functional role for healing the mind wounds and Battle Fatigue of combatants. Just as important, they also act as the hub for social interaction in the galaxy. People are drawn to the cantinas that Dancers perform in to swap battle stories, find friends, or just relax and enjoy the performance.

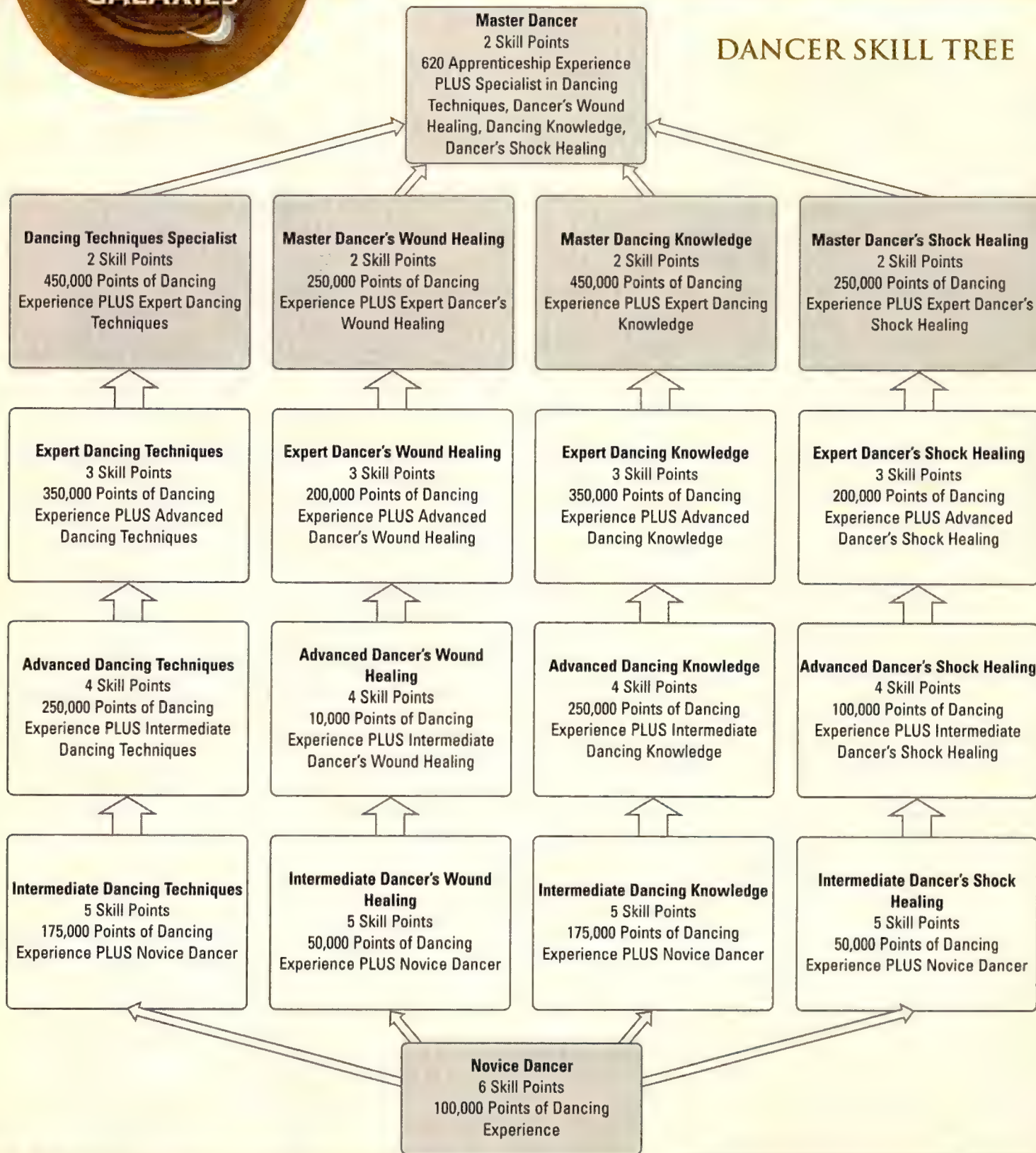
A Dancer specialist has access to a broad selection of dances as well as some special crowd-pleasing effects. Dances range from the energetic Rhythmic to the show-stopping Poplock and the graceful Formal. Highly skilled Dancers can seduce their audience with the beauty of Exotic and impress them with the precise leaps and pirouettes of Lyrical. In all, a Dancer has eight dances, each with at least two variations and eight flourishes. For those nights when the crowd is being tough, a Dancer can spice up her performance with some special effects such as Spot Light, Dazzle, or Smoke Bomb!

For the adventurous Dancers who want to see a little combat, they can serve as a valuable asset in a group by healing mind wounds and providing mind buffs. A Dancer's homes will always be the cantinas and theaters, though. The successful ones can take their act on the road and see the galaxy while doing what they love.

—Ben Estabrook



DANCER SKILL TREE



DANCER
ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Dancer: The Dancer uses his skill to heal the minds of those who watch him perform. The beginning Dancer, though not extremely skilled, can be nearly as entertaining to watch as the Master Dancer.

Cost: 100,000 Dancing Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10
Wound Healing (Dancing)	+5
Battle Fatigue Healing (Dancing)	+10
Dancing Mind Enhancement	+10

Commands Granted

Basic 2 (Dance)

Rythmic 2 (Dance)

Dancing Techniques I: Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance list** to see a list of available dances.

Cost: 175,000 Dancing Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Dancing Mind Enhancement	+10

Commands Granted

Colored Lights

Spot Light

Dazzle

Dancing Techniques II: Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance list** to see a list of available dances.

Cost: 250,000 Dancing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Dancing Mind Enhancement	+10

Commands Granted

Distract

Dancing Techniques III: Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance list** to see a list of available dances.

Cost: 350,000 Dancing Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Dancing Mind Enhancement	+20

Commands Granted

Smoke Bomb



Technique Specialist IV: Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance list** to see a list of available dances.

Cost: 450,000 Dancing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Dancing Mind Enhancement	+25

Commands Granted

None

Dancer's Wound Healing I: Improves the Dancer's ability to heal wounds.

Cost: 50,000 Entertainer Healing Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+5

Commands Granted

None

Dancer's Wound Healing II: Improves the Dancer's ability to heal wounds.

Cost: 100,000 Entertainer Healing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+10

Commands Granted

None

Dancer's Wound Healing III: Improves the Dancer's ability to heal wounds.

Cost: 200,000 Entertainer Healing Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+10

Commands Granted

None

Dancer's Wound Healing IV: Improves the Dancer's ability to heal wounds.

Cost: 250,000 Entertainer Healing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Dancing)	+15

Commands Granted

None

THE ELITE PROFESSIONS

Dancing Knowledge I: Grants the Dancer a wider variety of dances and flourishes. Use **/startdance list** to see the list of available dances and flourishes.

Cost: 175,000 Dancing Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10

Commands Granted

Popular 2

Footloose 2

Dancer's Knowledge II: Grants the Dancer a wider variety of dances and flourishes. Use **/startdance list** to see the list of available dances and flourishes.

Cost: 250,000 Dancing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10

Commands Granted

Poplock 2

Formal 2

Dancer's Knowledge III: Grants the Dancer a wider variety of dances and flourishes. Use **/startdance list** to see the list of available dances and flourishes.

Cost: 350,000 Dancing Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10

Commands Granted

Exotic 2

Lyrical 2

Dancing Knowledge IV: Grants the Dancer a wider variety of dances and flourishes. Use **/startdance list** to see the list of available dances and flourishes.

Cost: 450,000 Dancing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10

Commands Granted

Exotic 3



Dancer's Fatigue Healing I: Improves the Dancer's ability to heal Battle Fatigue.

Cost: 50,000 Entertainer Healing Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Dancing)	+10

Commands Granted

None

Dancer's Fatigue Healing II: Improves the Dancer's ability to heal Battle Fatigue.

Cost: 100,000 Entertainer Healing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Dancing)	+10

Commands Granted

None

Dancer's Fatigue Healing III: Improves the Dancer's ability to heal Battle Fatigue.

Cost: 200,000 Entertainer Healing Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Dancing)	+20

Commands Granted

None

Master Dancer's Shock Healing: Improves the Dancer's ability to heal Battle Fatigue.

Cost: 250,000 Entertainer Healing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Dancing)	+25

Commands Granted

None

Master Dancer: The Master Dancer knows all dances and dancing abilities, and has all the tools to put on a professional dance production.

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Dance Knowledge	+10
Wound Healing (Dancing)	+15
Battle Fatigue Healing (Dancing)	+25
Dancing Mind Enhancement	+25
Melee Defense	+7
Ranged Defense	+7

Commands Granted

Exotic 4

DANCES LEARNED

SKILL LEVEL	DANCE NAME
Novice Dancer	Basic2, Rhythmic2
Dance Knowledge I	Popular2, Footloose2
Dance Knowledge II	Poplock2, Formal2
Dance Knowledge III	Exotic2, Lyrical2
Dance Knowledge IV	Exotic3
Master Dancer	Exotic4

DOCTOR

"Oh, don't worry, he'll be alright. Rest easy, son, you've had a busy day. You're fortunate to be all in one piece."

Derived from: Medic—page 149

When the first tribal shaman discovered that applying herbs to the wounded could help them heal, the first Doctor was born. The role of the Doctor has evolved along with all technology, but people still look upon their healers with awe.

The Doctor is an extension of the Medic. Those who wish to become extraordinary healers become Doctors. Through their knowledge of physiology, Doctors can heal wounds more effectively than Medics. Doctors can also create stronger, more effective medicines than Medics. Their knowledge of pharmaceuticals allows them to treat patients affected by certain "states" caused by combat. They also can use this knowledge to create stimulants that can speed characters reactions, increase their strength and endurance, and make them feel invincible. Of course, the Doctor can also neutralize poisons and eliminate diseases that affect some of the more adventurous types.

To wield such skill with healing takes dedication, and only Master Medics can achieve the Novice level of Doctor. Those with such dedication will find their skills are in high demand, especially in this time of war.

—Jeff Sanders



DOCTOR SKILL TREE



DOCTOR
ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Doctor: When your wounds are too serious to be healed on the field, you need a Doctor's attention. With the proper equipment, resources, and setting a Doctor can heal all manner of physical wounds and damage.

Cost: 7,500 Medical Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment	+5
Wound Treatment Speed	+5
Medicine Assembly	+10
Medicine Experimentation	+10
Medicine Use	+5

Commands Granted

Heal State
Cure Poison Medpack A
Blinded State Medpack A
Dizzy State Stimpack A

Intermediate Wound Treatment Speed: Enhances the speed at which a Doctor can heal wounds.

Cost: 10,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment Speed	+15

Commands Granted

None

Advanced Wound Treatment Speed: Enhances the speed at which a Doctor can heal wounds.

Cost: 20,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment Speed	+15

Commands Granted

Cure Poison

Expert Wound Treatment Speed: Enhances the speed at which a Doctor can heal wounds.

Cost: 30,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment Speed	+15

Commands Granted

None



Master Wound Treatment Speed: Enhances the speed at which a Doctor can heal wounds.

Cost: 40,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment Speed	+25

Commands Granted

Cure Disease

Intermediate Wound Treatment: Teaches the Doctor how to heal significant wounds when in a hospital.

Cost: 10,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment	+10

Commands Granted

None

Advanced Wound Treatment: Teaches the Doctor how to heal significant wounds when in a hospital.

Cost: 20,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment	+15

Commands Granted

Heal Enhance

Expert Wound Treatment: Teaches the Doctor how to heal significant wounds when in a hospital.

Cost: 30,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment	+15

Commands Granted

None

Master Wound Treatment: Teaches the Doctor how to heal significant wounds when in a hospital.

Cost: 40,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment	+25

Commands Granted

Revive Player

THE ELITE PROFESSIONS

Intermediate Doctor's Medicine Knowledge:

Improves the Doctor's overall healing ability.

Cost: 10,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+5

Commands Granted

None

Advanced Doctor's Medicine Knowledge:

Improves the Doctor's overall healing ability.

Cost: 20,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+10

Commands Granted

None

Expert Doctor's Medicine Knowledge:

Improves the Doctor's overall healing ability.

Cost: 30,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+10

Commands Granted

None

Master Doctor's Medicine Knowledge:

Improves the Doctor's overall healing ability.

Cost: 40,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Medicine Use	+10

Commands Granted

None

Intermediate Doctor's Medicine Crafting:

Allows the Doctor to craft superior medicines.

Cost: 10,000 Medicine Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Cure Disease Medpack A
Enhance Action Medpack A
Enhance Health Medpack A
Intimidated State Medpack A
Stun State Stimpack A

Advanced Doctor's Medicine Crafting:

Allows the Doctor to craft superior medicines.

Cost: 14,000 Medicine Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Cure Poison Medpack B
Enhance Constitution Medpack A
Enhance Quickness Medpack A
Enhance Stamina Medpack A
Enhance Strength Medpack A
Enhance Action Medpack-B
Enhance Health Medpack-B
Action Wound Medpack C
Health Wound Medpack C

Expert Doctor's Medicine Crafting: Allows the Doctor to craft superior medicines.

Cost: 18,000 Medicine Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Cure Disease Medpack B
Small Stimpack E
Enhance Constitution Medpack B
Enhance Quickness Medpack B
Enhance Stamina Medpack B
Enhance Strength Medpack B
Quickness Wound Medpack C
Stamina Wound Medpack C
Strength Wound Medpack C
Constitution Wound Medpack C
Enhance Action Medpack C
Enhance Health Medpack C



THE ELITE PROFESSIONS

Master Doctor's Medicine Crafting: Allows the Doctor to craft superior medicines.

Cost: 22,000 Medicine Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

Commands Granted

Cure Poison Medpack C
 Enhance Constitution Medpack C
 Enhance Quickness Medpack C
 Enhance Stamina Medpack C
 Enhance Strength Medpack C
 Quickness Wound Medpack D
 Stamina Wound Medpack D
 Strength Wound Medpack D
 Constitution Wound Medpack D
 Enhance Action Medpack D
 Enhance Health Medpack D
 Action Wound Medpack D
 Health Wound Medpack D
 Resuscitation Kit

Master Doctor: The Master Doctor can heal nearly any health or action wound if given the proper equipment and environment. He also can craft highly effective medicines.

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Wound Treatment	+25
Wound Treatment Speed	+25
Medicine Use	+10

Commands Granted

Cure Disease Medpack C
 Enhance Constitution Medpack D
 Enhance Quickness Medpack D
 Enhance Stamina Medpack D
 Enhance Strength Medpack D
 Quickness Wound Medpack E
 Stamina Wound Medpack E
 Strength Wound Medpack E
 Constitution Wound Medpack E
 Action Wound Medpack E
 Health Wound Medpack E



DROID ENGINEER

"Having trouble with your droid?"

Derived from: Artisan—page 113

Ever hear a droid say, "Thank the Maker"? It's not talking about theology. It's talking about the engineer who made it. Droids don't make themselves, after all—well, not since the Clone Wars, at least.

Though the Droid Engineer's creations are often slighted by living creatures, they are still very much in demand. Every living creature has shortcomings—gaps in his or her knowledge database. Droids assist the living by doing the things they can't do for themselves. From medical attention to repair work, from powering installations to just plain lifting things, droids do the simple jobs that many living creatures have never bothered to learn how to do.

Droid Engineers are responsible for everything put into the droid. They construct the chassis. They place the motivators. They program the personality. If a droid has problems, don't blame the droid; blame the Engineer who built it. And while many Engineers have made their fortunes in the mass production of popular lines of droids, the real love of Droid Engineers is to tinker with their creations. They add all sorts of accessories to a base model blueprint: extra manipulator arms, added sensor packages, armor plating, even custom paint jobs.

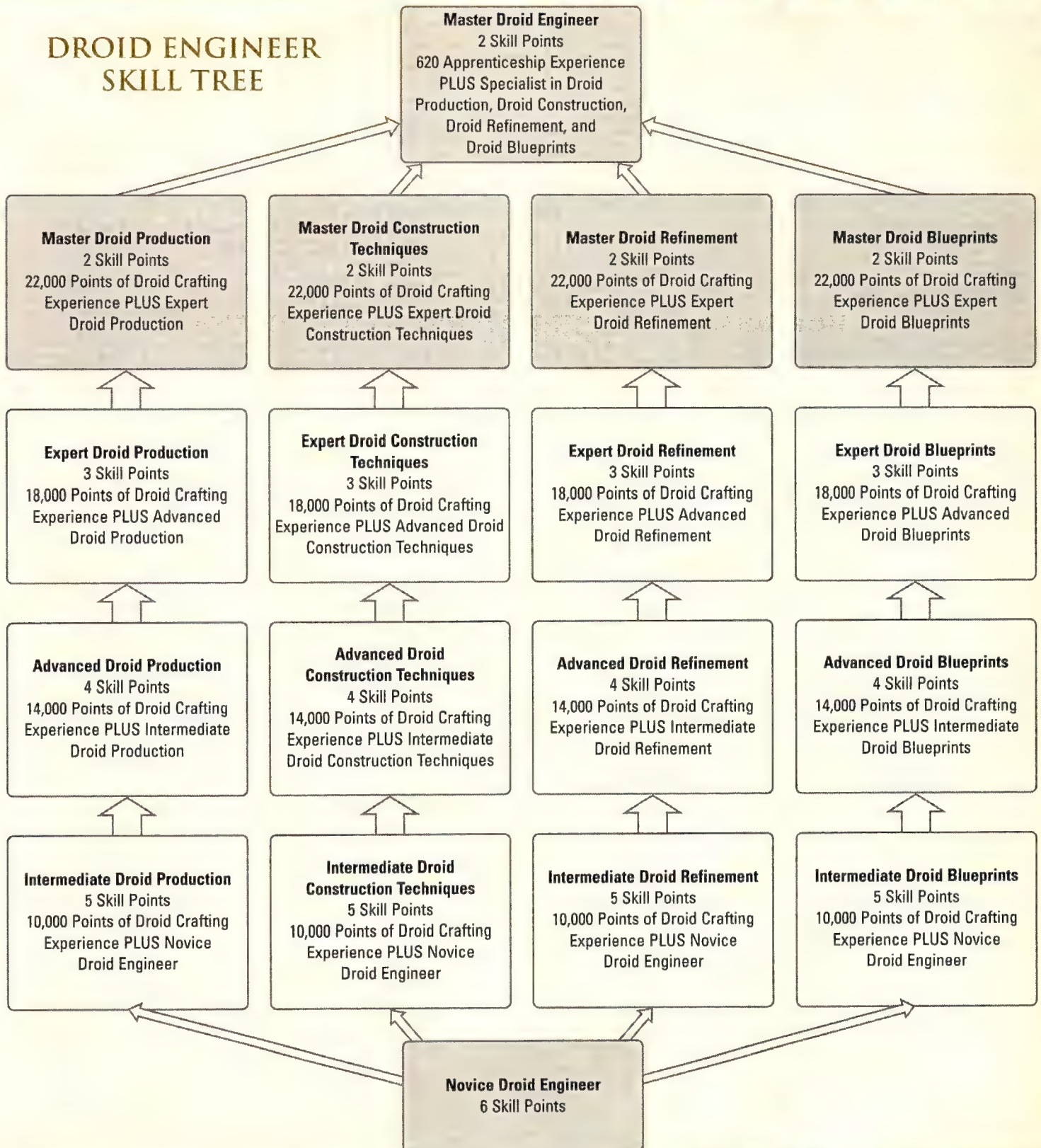
If sitting around a workshop all day does not sound like the life you want to lead, you may not be cut out to be a Droid Engineer. It could still be your hobby, and a good way to earn money, especially from the Bounty Hunters who always seem to be looking for tracking droids.

—Jeff Sanders



THE ELITE PROFESSIONS

DROID ENGINEER SKILL TREE



DROID ENGINEER

ELITE PROFESSION

Novice Droid Engineer: The Droid Engineer can construct droids for a variety of purposes, including combat, crafting, or simply carrying heavy objects.

Cost: 6,000 General Crafting Experience

6 Skill Points

Skill Mods: None

Commands Granted

Deed for: MSE Droid

Manipulator Arm

Droid Motive System

Droid Storage Compartment

Droid Armor Module 1

Level 1 Droid Medical Module

Level 1 Droid Data Module

Level 1 Droid Item Storage Module

Stupid Droid Personality Chip

Intermediate Droid Production: Teaches additional schematics for droid component construction.

Cost: 10,000 Droid Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Level 2 Droid Medical Module

Level 2 Droid Data Module

Level 2 Droid Item Storage Module

Sarcastic Droid Personality Chip

Advanced Droid Production: Teaches additional schematics for droid component construction.

Cost: 14,000 Droid Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Level 3 Droid Medical Module

Level 3 Droid Data Module

Level 3 Droid Item Storage Module

Prissy Droid Personality Chip

Expert Droid Production: Teaches additional schematics for droid component construction.

Cost: 18,000 Droid Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Level 4 Droid Medical Module

Level 4 Droid Data Module

Level 4 Droid Item Storage Module

Worshipful Droid Personality Chip

General Droid Module Socket Cluster

Master Droid Production: Teaches additional schematics for droid component construction.

Cost: 22,000 Droid Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Level 5 Droid Medical Module

Level 5 Droid Data Module

Level 5 Droid Item Storage Module

Slang Droid Personality Chip

THE ELITE PROFESSIONS

Intermediate Droid Construction

Techniques: Improves the Droid Engineer's ability to specialize specific droid qualities.

Cost: 10,000 Droid Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Droid Armor Module 2

Advanced Droid Construction Techniques:

Improves the Droid Engineer's ability to specialize specific droid qualities.

Cost: 14,000 Droid Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Droid Armor Module 3

Droid Repair Module

Expert Droid Construction Techniques:

Improves the Droid Engineer's ability to specialize specific droid qualities.

Cost: 18,000 Droid Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Droid Armor Module 4

Master Droid Construction Techniques:

Improves the Droid Engineer's ability to specialize specific droid qualities.

Cost: 22,000 Droid Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Droid Armor Module 5

Intermediate Droid Refinement: Teaches the Droid Engineer additional schematics for droid component construction.

Cost: 10,000 Droid Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Droid Complexity	+5
Droid Experimentation	+5
Droid Customization	+8

Commands Granted

None

Advanced Droid Refinement: Teaches the Droid Engineer additional schematics for droid component construction.

Cost: 14,000 Droid Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Droid Complexity	+5
Droid Experimentation	+5
Droid Customization	+8

Commands Granted

None

Expert Droid Refinement: Teaches the Droid Engineer additional schematics for droid component construction.

Cost: 18,000 Droid Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Droid Complexity	+10
Droid Experimentation	+10
Droid Customization	+8

Commands Granted

None

Master Droid Refinement: Teaches the Droid Engineer additional schematics for droid component construction.

Cost: 22,000 Droid Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Droid Complexity	+15
Droid Experimentation	+15
Droid Customization	+16

Commands Granted

None

Intermediate Droid Blueprints: Teaches the Droid Engineer additional schematics for droid construction.

Cost: 10,000 Droid Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Droid Assembly	+5
Droid Customization	+8

Commands Granted

Deed for: Treadwell Droid

Deed for: DZ70 Droid

Deed for: R5 Droid

Droid Sensor Package

Deed for: MSE Droid, Advanced Model

Manipulator Arm Package Set

Advanced Droid Blueprints: Teaches the Droid Engineer additional schematics for droid construction.

Cost: 14,000 Droid Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Droid Assembly	+5

Commands Granted

Advanced Droid Motive System

Deed for: Power Droid

Deed for: R4 Droid

Droid Brain

Advanced Droid Frame Unit

Deed for: WED Treadwell, Advanced Model

Deed for: DZ70 Droid, Advanced Model

Deed for: R5 Droid, Advanced Model

R4 ADV Droid Chassis

THE ELITE PROFESSIONS

Expert Droid Blueprints: Teaches the Droid Engineer additional schematics for droid construction.

Cost: 18,000 Droid Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Droid Assembly	+10

Commands Granted

Deed for: LE Repair Droid

Deed for: Surgical Droid

Deed for: R2 Droid

Deed for: Probot

Advanced Droid Brain

Deed for: Power Droid, Advanced Model

Deed for: R4 Droid, Advanced Model

R2 ADV Droid Chassis

Probot ADV Droid Chassis

LE Repair ADV Droid Chassis

Surgical ADV Droid Chassis

Master Droid Blueprints: Teaches the Droid Engineer additional schematics for droid construction.

Cost: 22,000 Droid Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Droid Assembly	+15

Commands Granted

Deed for: R3 Droid

Deed for: Binary Load Lifter Droid

Deed for: Protocol Droid

Deed for: R2 Droid, Advanced Model

Deed for: Probot, Advanced Model

Deed for: LE Repair Droid, Advanced Model

Deed for: Surgical Droid, Advanced Model

R3 ADV Droid Chassis

Binary Load Lifter ADV Droid Chassis

Protocol ADV Droid Chassis

Master Droid Engineer: The Master Droid Engineer can create a wide range of effective (and deadly) droids.

Cost: 30,000 Droid Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Droid Assembly	+20
Droid Experimentation	+20
Droid Complexity	+20
Droid Customization	+16

Commands Granted

Deed for: R3 Droid, Advanced Model

Deed for: Binary Load Lifter Droid, Advanced Model

Deed for: Protocol Droid, Advanced Model

Droid Armor Module 6

Level 6 Droid Medical Module

Level 6 Droid Item Storage Module

Level 6 Droid Item Storage Module

Geeky Droid Personality Chip





FENCER

"An elegant weapon for a more civilized age."

Derived from: Brawler—page 123

The Fencer is a master of martial finesse, dealing quick death at the point of his sword to anyone foolish enough to challenge him. Always willing to demonstrate his expertise, the Fencer often can be found at the center of a barroom melee, street fight, or group of traveling mercenaries. Unlike combatants who use more cumbersome ranged or two-handed weapons, the Fencer prefers the stylish precision of lighter, more dynamic, one-handed weapons that allow for the speedy evasion of less-nimble attackers.

Fencers are trained in the use of swords, knives, Rykk blades, and vibroblades and fight efficiently by employing controlled, stabbing moves, and avoiding broad, energy-wasting tactics.

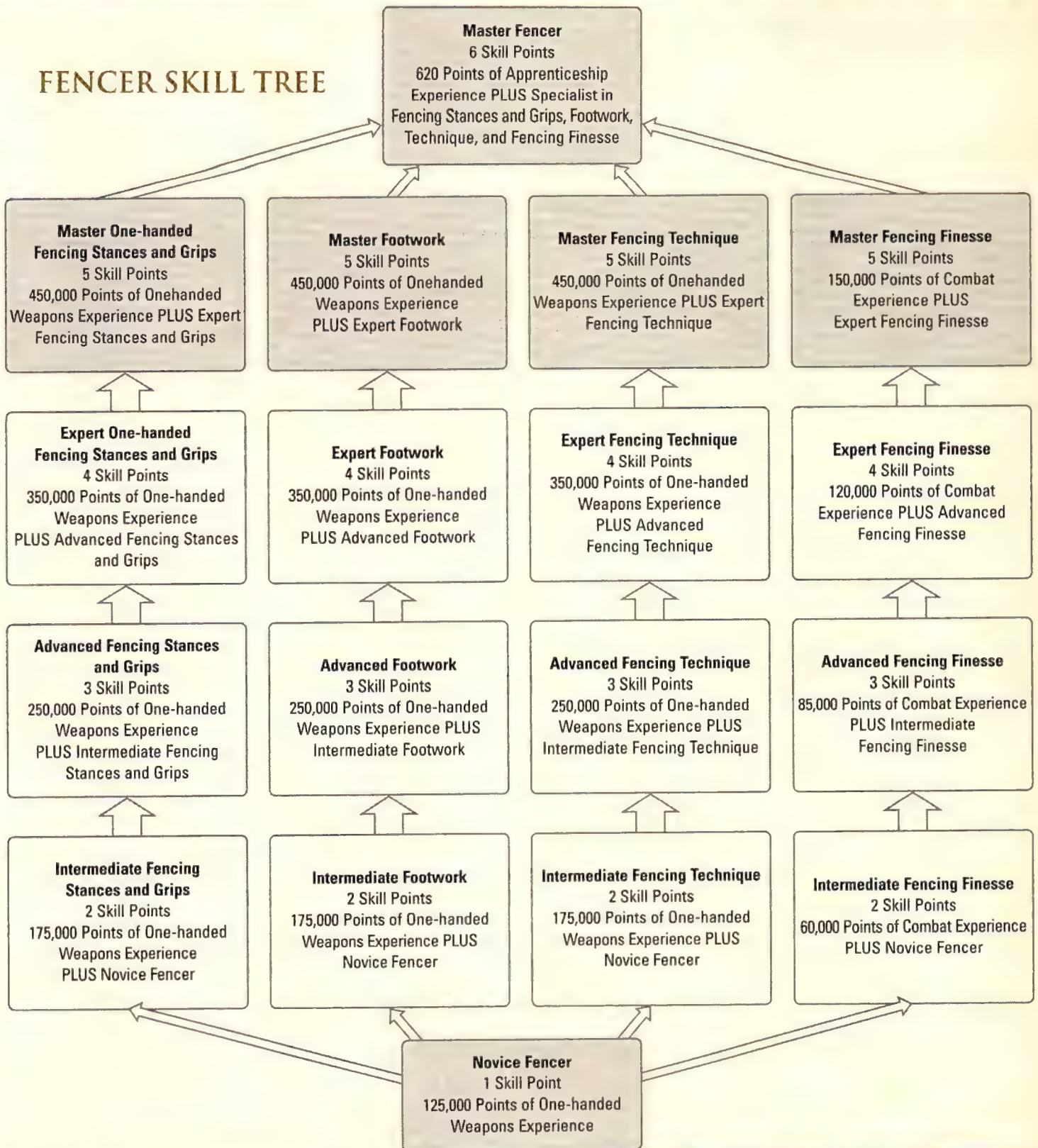
They are proficient in all manner of defensive maneuvers and can recover quickly from the blows they receive. Fencers' skills are always in demand, enabling them to pursue careers both in and outside the urban cityscape. In town, they can become bodyguards, peacekeepers, and professional duelists. Out in the wild they can become hunters, adventurers, or soldiers in the Galactic Civil War.

The Fencer profession requires full mastery of the Brawler profession, as well as extensive training in technique, footwork, grips, and stances. The Fencer career path is perfect for the clever, sophisticated fighter interested in quick-paced, precision combat.

—Neillie Johnson

THE ELITE PROFESSIONS

FENCER SKILL TREE



FENCER

ELITE PROFESSION

Novice Fencer: The Novice Fencer begins learning the specialized moves involved in mastering the one-handed sword—a swift and efficient weapon.

Cost: 125,000 One-handed Weapons Experience

1 Skill Point

SKILL MODS

ATTRIBUTE	VALUE
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+10
Melee Defense	+5
Ranged Defense	+5
Dodge	+5
One-handed Melee Toughness	+4

Commands Granted

One-hand Hit 2

Stun Baten Certification

Intermediate Fencing Stances and Grips:

Concentrates on both melee and ranged defensive techniques.

Cost: 175,000 One-handed Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+2
Ranged Defense	+2

Commands Granted

One-hand Scatter Hit 1

Advanced Fencing Stances and Grips:

Concentrates on both melee and ranged defensive techniques.

Cost: 250,000 One-handed Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+5
Melee Defense	+5

Commands Granted

None

Expert Fencing Stances and Grips:

Concentrates on both melee and ranged defensive techniques.

Cost: 350,000 One-handed Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+2
Ranged Defense	+2
One-handed Melee Toughness	+4

Commands Granted

One-hand Dizzy 2



THE ELITE PROFESSIONS



Master Fencing Stances and Grips:

Concentrates on both melee and ranged defensive techniques. At this level of skill, you also easily can strike multiple locations on a target at once, through a deep understanding of gaps in an opponent's defense.

Cost: 450,000 One-handed Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+5
Melee Defense	+5
One-handed Melee Toughness	+4

Commands Granted

One-hand Scatter Hit 2

Intermediate Footwork: Teaches the basics of how to position oneself to deal faster fencing attacks.

Cost: 175,000 One-handed Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
One-handed Weapon Speed	+5

Commands Granted

One-hand Health Hit 1

Advanced Footwork: Further teaches the techniques of quick attacks coupled with a better understanding of posture defense.

Cost: 250,000 One-handed Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Defense Vs. Posture Change (Down)	+20
Defense Vs. Knockdown	+20
One-handed Weapon Speed	+20

Commands Granted

None

Expert Footwork: Grants the Fencer an excellent grasp of how posture and footwork can help him defend himself against an opponent who is determined to drive him to a more vulnerable position.

Cost: 350,000 One-handed Weapons Experience

4 Skill Points

Skill Mods: None

Commands Granted

One-hand Spin Attack 2



Master Footwork: This is the most advanced fencing footwork technique taught, and at this level of skill a Fencer should have a much faster attacking technique and a solid grasp of how to avoid posture attacks more often.

Cost: 450,000 One-handed Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Defense vs. Posture Change (Down)	+20
Defense vs. Knockdown	+20
Openhanded Weapon Speed	+20
Dodge	+5

Commands Granted

One-hand Health Hit 2

Intermediate Fencing Technique: Focuses on blinding, equilibrium, and accuracy techniques.

Cost: 175,000 One-handed Weapons Experience

2 Skill Points

Skill Mods: None

Commands Granted

One-hand Body Hit 2

Advanced Fencing Technique: Focuses on blinding, equilibrium, and accuracy techniques.

Cost: 250,000 One-handed Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Defense vs. Intimidate	+10
Defense vs. Blind	+10
Defense vs. Dizzy	+10

Commands Granted

None

Expert Fencing Technique: Focuses on blinding, equilibrium, and accuracy techniques.

Cost: 350,000 One-handed Weapons Experience

4 Skill Points

Skill Mods: None

Commands Granted

One-Hand Body Hit 3

Master Fencing Technique: Focuses on blinding, equilibrium, and accuracy techniques. At this skill level, you can easily blind multiple opponents.

Cost: 450,000 One-handed Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Defense vs. Intimidate	+10
Defense vs. Blind	+10
Defense vs. Dizzy	+10
Dodge	+5

Commands Granted

None

THE ELITE PROFESSIONS

Intermediate Fencing Finesse: Stresses accurate body attacks and self-defense versus unusual attacks.

Cost: 60,000 Combat Experience

2 Skill Points

Skill Mods: None

Commands Granted

One-hand Blind 1

Advanced Fencing Finesse: Stresses accurate body attacks and self-defense versus unusual attacks.

Cost: 85,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Combat Equilibrium	+10
One-handed Weapon Accuracy	+20

Commands Granted

None

Expert Fencing Finesse: Stresses accurate body attacks and self-defense versus unusual attacks.

Cost: 120,000 Combat Experience

4 Skill Points

Skill Mods: None

Commands Granted

One-hand Blind 2



Master Fencing Finesse: Stresses accurate body attacks and self-defense versus unusual attacks. At this level a Fencer can do considerable damage to an opponent's body.

Cost: 150,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Combat Equilibrium	+10
One-handed Weapon Accuracy	+20

Commands Granted

None

Master Fencer: The Master Fencer completes the specialization of the one-handed sword, making her one of the fiercest melee opponents.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

ATTRIBUTE	VALUE
One-handed Weapon Accuracy	+10
One-handed Weapon Speed	+10
Alertness	+10
Melee Defense	+5
Combat Equilibrium	+10
Dodge	+10

Commands Granted

One-hand Hit 3



MERCHANT

"Listen to you—you sound like a businessman, a responsible leader."

Derived from: Artisan—page 113

The Merchant seeks adventure and excitement just like every other non-Jedi. The only difference is that the Merchant knows that the scorch of blaster fire or the jaws of a krayt are not the only places to find it. Adventure is trying to stay afloat with only a half-empty bottle of Corellian brandy in the stockroom. Excitement is in the acquisition of a shipment of spice from an unsavory supplier and the exhilaration of unloading it onto an unsuspecting populace at a 2,000 percent markup.

To succeed, the Merchant needs to learn about advertising, making one's business known in the INNER and the OUTER CORE, and the art of sales to increase the bottom line. The combination of experience in hiring and management training enables one to handle a large professional staff, working day and night to accomplish the Merchant's goals. But in the end, the Merchant must run the business as if playing a high stakes game of sabacc, with a cool calculating mind, a little bit of luck, and the use of devious means whenever possible.

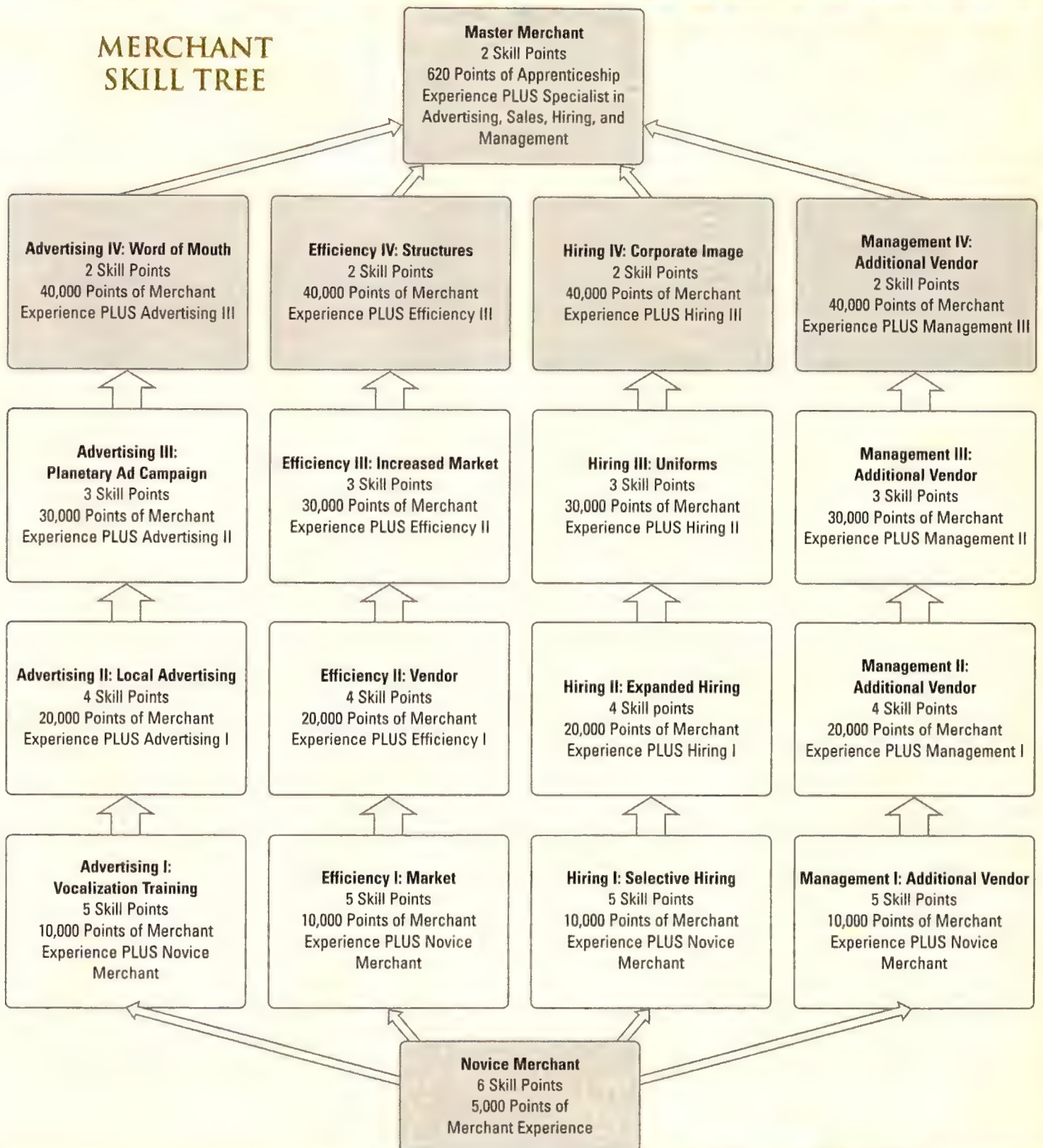
Hold onto a shipment of imported fruit a week too long, obtain a defective batch of DXR6 carbines, or misgauge the popularity of formal dresses on Tatooine, and the luxurious surroundings of a prosperous Merchant will be exchanged for the grime of a pauper. Fear of these dangers makes this world of high stakes arbitrage open only to those who have paid their dues as an Artisan learning the principles of business.

Follow your instincts and you will have more wealth than you can imagine. Provide the goods that the populace wants and you will be a leader of the community. And remember one thing: Greed is good.

—John Kwong

THE ELITE PROFESSIONS

MERCHANT SKILL TREE



MERCHANT
ELITE PROFESSION

Novice Merchant: A Merchant is skilled at advertising and selling wares through vendors. At the Novice Merchant skill level, the player earns the ability to place an NPC vendor of a random playable species. The Merchant also has the ability to place control vendors at a time.

Cost: 5,000 Merchant Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Hiring	+10
Vendors	+1

Commands Granted

None

Advertising I: Vocalization Training—Players who learn how to give their vendors vocalization training can assign their vendor a greeting to say when a player approaches. This option appears under the Vendor Control menu.

Cost: 10,000 Merchant Experience

5 Skill Points

Skill Mods: None

Commands Granted

None

Advertising II: Local Advertising—Allows the player the option of teaching their NPC vendors customized strings of text which to greet potential customers. This option appears as a part of the Ad Barking menu.

Cost: 20,000 Merchant Experience

4 Skill Points

Skill Mods: None

Commands Granted

None

Advertising III: Planetary Ad Campaign—This skill gives the Merchant the option to advertise their vendors on the planetary map. The option to Register Vendor on the planetary map appears in the Vendor Control menu.

Cost: 30,000 Merchant Experience

3 Skill Points

Skill Mods: None

Commands Granted

None

Advertising IV: Word of Mouth—At this skill level the merchant can hire NPC's in cities to advertise their wares and vendors.

Cost: 40,000 Merchant Experience

2 Skill Points

Skill Mods: None

Commands Granted

None

THE ELITE PROFESSIONS

Efficiency I: Market—At this skill level, the merchant can list items on the global bazaar for a reduced fee.

Cost: 10,000 Merchant Experience

5 Skill Points

Skill Mods: None

Commands Granted

Reduced Bazaar Fees

Efficiency II: Vendor—At this skill level, the merchant can maintain vendors for a reduced price.

Cost: 20,000 Merchant Experience

4 Skill Points

Skill Mods: None

Commands Granted

Reduced Vendor Fees



Efficiency III: Increased Market—At this skill level, the merchant can list items on the global bazaar for a greatly reduced fee.

Cost: 30,000 Merchant Experience

3 Skill Points

Skill Mods: None

Commands Granted

Reduced Bazaar Fees

Efficiency IV: Structures—At this skill level, the merchant can maintain structures for a reduced fee.

Cost: 40,000 Merchant Experience

2 Skill Points

Skill Mods: None

Commands Granted

Reduced Maintenance Fees



Hiring I: Selective Hiring—As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids, and NPC options become available with each rank.

Cost: 10,000 Merchant Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Hiring	+20

Commands Granted

None

Hiring II: Expanded Hiring—As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids, and NPC options become available with each rank.

Cost: 20,000 Merchant Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Hiring	+10

Commands Granted

None

Hiring III: Uniforms—As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids, and NPC options become available with each rank.

Cost: 30,000 Merchant Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Hiring	+15

Commands Granted

None

Hiring IV: Corporate Image—At this skill level the player gains the ability to customize his vendor's appearance. Hand your vendor a piece of clothing and a weapon and he'll wear it. Note that normal racial clothing restrictions (like Trandoshan's inability to wear boots) still apply. Items given to vendors in this manner can not be regained.

Cost: 40,000 Merchant Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Hiring	+15

Commands Granted

None

THE ELITE PROFESSIONS

Management I: Additional Vendor—Each rank in Management grants the player the ability to place an additional vendor.

Cost: 10,000 Merchant Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Vendors	+1

Commands Granted

None

Management II: Additional Vendor—Each rank in Management grants the player the ability to place an additional vendor.

Cost: 20,000 Merchant Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Vendors	+1

Commands Granted

None

Management III: Additional Vendor—Each rank in Management grants the player the ability to place an additional vendor.

Cost: 30,000 Merchant Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Vendors	+1

Commands Granted

None

Management IV: Additional Vendor—Each rank in Management grants the player the ability to place an additional vendor.

Cost: 40,000 Merchant Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Vendors	+1

Commands Granted

None

Master Merchant

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Hiring	+10

Commands Granted

None



MUSICIAN

"You old smoothie."

Derived from: *Entertainer*—page 132

Musicians are a passionate group. The only thing they love more than their music is their audience. Not only do their tunes bring a smile to their listeners, but they also heal mind wounds and Battle Fatigue.

Performing in a group gives a unique benefit to Musicians. While other professions benefit by being stronger or gaining more experience while in a group, Musicians gain a greater depth to their music when performing with a diverse group.

Musicians have several instruments to perform with, each with a unique sound. The kloo and slitherhorns sound like reed instruments, the omni box gives a bottom to the music with its bass, and the well-known nalargon keyboard keeps the melody flowing. A Musician performing with any of these instruments can hold an audience, but with the addition of each instrument in the group comes a new musical phrase that brings a more rounded sound to the performance as a whole.

But what good are instruments without good songs to play on them? Musicians have 10 songs to entertain with, along with eight flourishes for each song, to add a personal touch to each performance. To give their performances more flair, Musicians also have several effects at their disposal such as firejets, dazzle, and color lights!

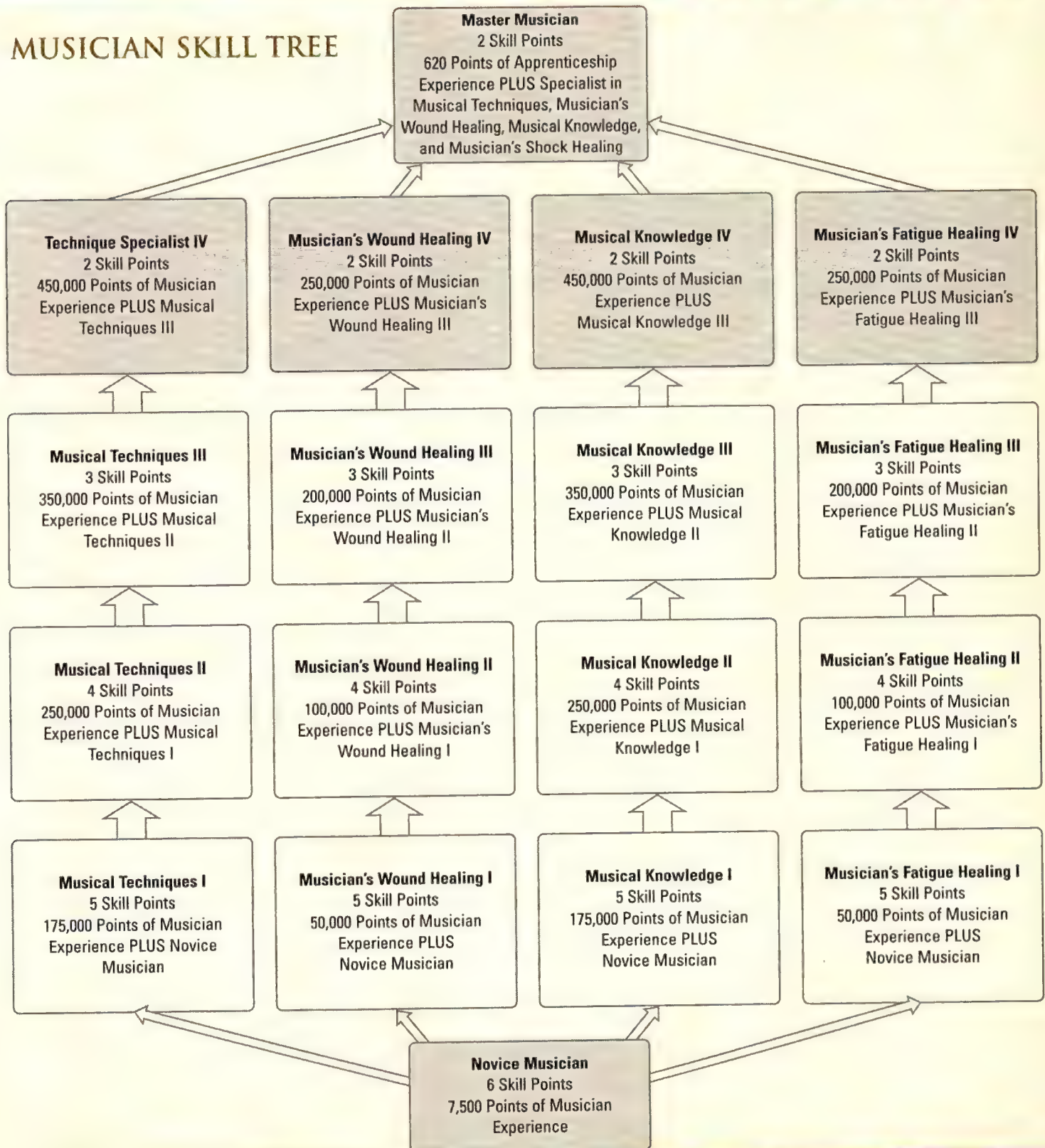
The importance of Musicians goes beyond just healing wounds and fatigue. When many Musicians come together to jam and they all hit their flourishes right on the mark, they help their audience put aside their differences and forget that a Galactic Civil War is raging outside.

—Ben Estabrook



THE ELITE PROFESSIONS

MUSICIAN SKILL TREE



MUSICIAN
ELITE PROFESSION

Novice Musician: Musicians use their skill to heal and relax the minds of other players. Skilled Musicians who participate in a band can perform many songs with a wide range of flourishes on several instruments.

Cost: 100,000 Musician Experience

6 Skill Point Intermediate Musical

SKILL MODS

MOD	VALUE
Music Knowledge	+5
Wound Healing (Music)	+5
Battle Fatigue Healing (Music)	+10
Musical Mind Enhancement	+10
Instrument Assembly	+10

Abilities Granted

Traz (instrument) A Kloo Horn

A Fanfar

Musical Techniques I: Improves the Musician's ability to perform certain songs, conveying improved healing abilities. Use **/start music list** to see a list of available songs.

Cost: 175,000 Musician Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Instrument Assembly	+10
Musical Mind Enhancement	+10

Commands Granted

Colored Lights Spot Light

Dazzle

Musical Techniques II: Improves the Musician's ability to perform certain songs, conveying improved healing abilities. Use **/startmusic list** to see a list of available songs.

Cost: 250,000 Musician Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Instrument Assembly	+15
Musical Mind Enhancement	+10

Abilities Granted

Fire Jet A Traz

A Mandovoil

Musical Techniques III: Improves the Musician's ability to perform certain songs, conveying improved healing abilities. Use **/startmusic list** to see a list of available songs.

Cost: 350,000 Musician Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Instrument Assembly	+15
Musical Mind Enhancements	+20

Abilities Granted

Ventriloquism

A Bandfill

A Chidinkalu Horn

THE ELITE PROFESSIONS

Technique Specialist IV: Improves the Musician's ability to perform certain songs, conveying improved healing abilities. Use **/startmusic list** to see a list of available songs.

Cost: 450,000 Musician Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Instrument Assembly	+25
Musical Mind Enhancement	+25

Abilities Granted

An Ommni Box

A Nalargon

Musician's Wound Healing I: Improves the Musician's ability to heal mind wounds.

Cost: 50,000 Entertainer Healing Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Music)	+5

Commands Granted

None

Musician's Wound Healing II: Improves the Musician's ability to heal mind wounds.

Cost: 100,000 Entertainer Healing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Music)	+10

Commands Granted

None

Musician's Wound Healing III: Improves the Musician's ability to heal mind wounds.

Cost: 200,000 Entertainer Healing Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Music)	+10

Commands Granted

None

Musician's Wound Healing IV: Improves the Musician's ability to heal mind wounds.

Cost: 250,000 Entertainer Healing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Wound Healing (Music)	+15

Commands Granted

None

Musical Knowledge I: Grants the Musician a wider variety of songs and flourishes. Use **/startmusic list** to see a list of available songs.

Cost: 175,000 Musician Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Music Knowledge	+5

Commands Granted

Ballad (song)

Musical Knowledge II: Grants the Musician a wider variety of songs and flourishes. Use **/start-music list** to see a list of available songs.

Cost: 250,000 Musician Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Musical Knowledge	+10

Commands Granted

Bandfill (instrument)

Musical Knowledge III: Grants the Musician a wider variety of songs and flourishes. Use **/start-music list** to see a list of available songs.

Cost: 350,000 Musician Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Musical Knowledge	+10

Commands Granted

Chidinkalu Horn (instrument)

Waltz (song)

Musical Knowledge IV: Grants the Musician a wider variety of songs and flourishes. Use **/start-music list** to see a list of available songs.

Cost: 450,000 Musician Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Musical Knowledge	+15

Commands Granted

Ommni Box (instrument)

Jazz (song)

Musician's Fatigue Healing I: Improves the Musician's ability to heal Battle Fatigue.

Cost: 50,000 Entertainer Healing Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Music)	+10

Commands Granted

None

Musician's Fatigue Healing II: Improves the Musician's ability to heal Battle Fatigue.

Cost: 100,000 Entertainer Healing Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Music)	+10

Commands Granted

None



THE ELITE PROFESSIONS



Musician's Fatigue Healing III: Improves the Musician's ability to heal Battle Fatigue.

Cost: 200,000 Entertainer Healing Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Music)	+20

Commands Granted

None

Musician's Fatigue Healing IV: Improves the Musician's ability to heal Battle Fatigue.

Cost: 250,000 Entertainer Healing Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Battle Fatigue Healing (Music)	+25

Commands Granted

None

Master Musician: The master Musician knows all the songs and instruments available, and has all the tools to put on a professional performance.

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Music Knowledge	+15
Wound Healing (Music)	+15
Battle Fatigue Healing (Music)	+25
Musical Mind Enhancement	+25
Instrument Assembly	+25
Ranged Defense	+7
Melee Defense	+7

Commands Granted

Nalargon (instrument) Virtuoso (song)

MUSIC AND INSTRUMENTS LEARNED

SKILL LEVEL	SONG TITLE	INSTRUMENT
Novice Musician	None	traz
Music Knowledge I	Ballad	None
Music Knowledge II	None	bandfill
Music Knowledge III	Waltz	flute droopy
Music Knowledge IV	Jazz	omni box
Master Musician	Virtuoso	nalargon

PIKEMAN

"Hey! Point that thing someplace else!"

Derived from: Brawler—page 123

The Pikeman skillfully wields his combat staff, creating a zone of lethal centrifugal force around himself that only the foolhardy dare enter. Anyone approaching his deadly radius should expect to feel pain. His weapons of choice are staves, batons and lances and he uses them to perform his most dangerous moves: sweeps, stuns, area hits, and spin attacks.

The Pikeman is a formidable opponent who uses strength, speed, unpredictable rotating maneuvers, and sophisticated footwork to attack and defend easily against single or multiple adversaries. He blocks hits with lightning speed and is difficult to dizzy or knock down. His skills are manifold, and he may use them to become a renowned explorer, skilled huntsman, or valuable ally in conflicts both local and interplanetary.

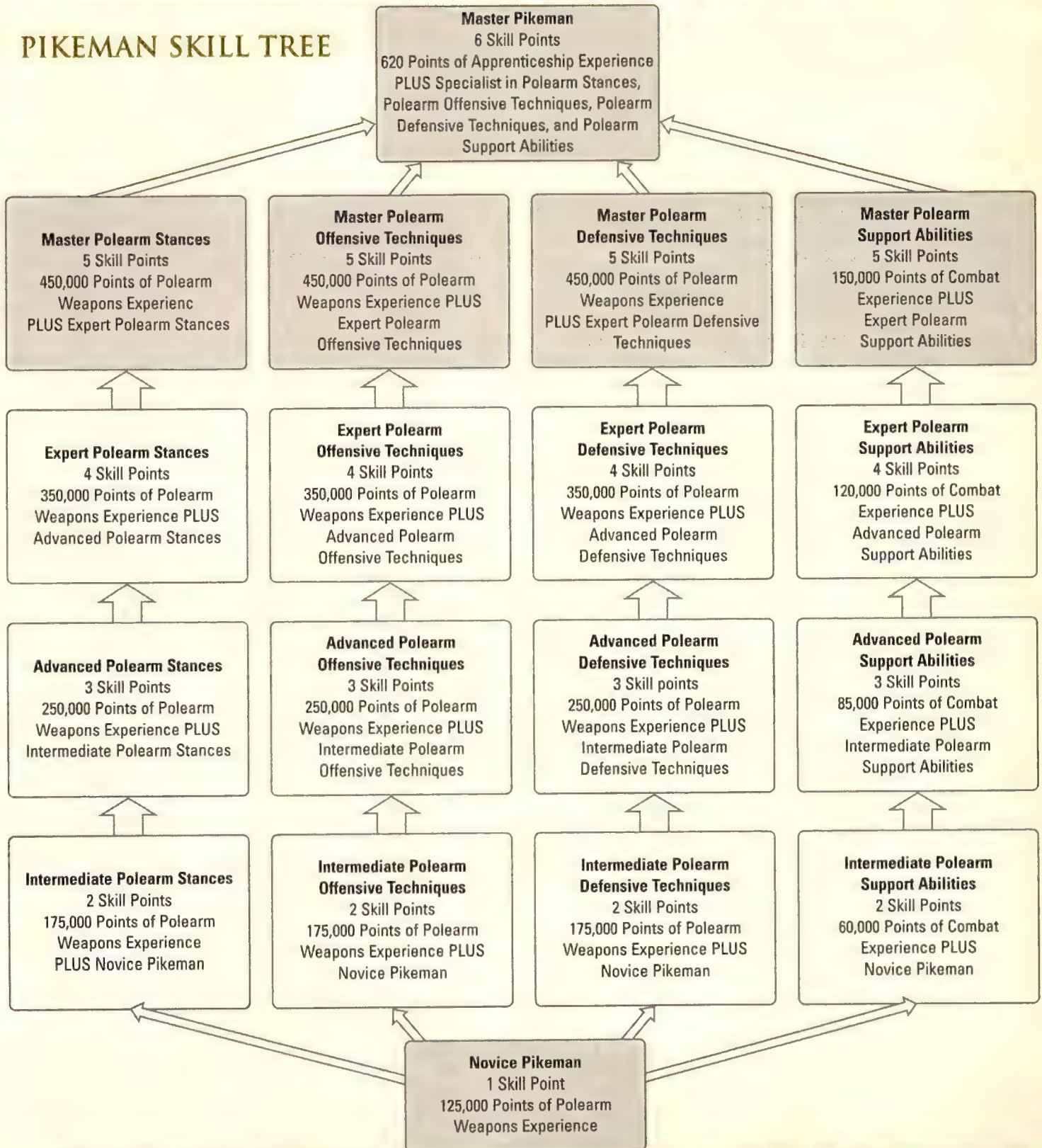
The Pikeman is a thoroughly trained Brawler, conversant in unarmed combat, polearm, one-hand and two-hand weapons techniques, who has gone on to master stances, accuracy, offensive, and defensive techniques. The Brawler who admires the devastating grace of staff-weapon combat is destined to be a Pikeman.

—Neilie Johnson



THE ELITE PROFESSIONS

PIKEMAN SKILL TREE



PIKEMAN
ELITE PROFESSION

Novice Pikeman: The Novice Pikeman excels at using the longest melee weapons. Through polearms aren't as fast as other melee weapons, they can deal a heavy blow. The Novice Pikeman begins to learn this specification.

Cost: 125,000 Polearm Weapons Experience

1 Skill Point

SKILL MODS

MOD	VALUE
Polearm Accuracy	+10
Polearm Speed	+10
Melee Defense	+5
Block	+5
Polearm Toughness	+10

Commands Granted

Vibro Lance Certification

Polearm Hit 2

Intermediate Polearm Stances: Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles.

Cost: 175,000 Polearm Weapons Experience

2 Skill Points

Commands Granted

Polearm Stun 2

Skill Mods: None

Advanced Polearm Stances: Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles.

Cost: 250,000 Polearm Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Polearm Speed	+15

Commands Granted

None

Expert Polearm Stances: Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles.

Cost: 350,000 Polearm Weapons Experience

4 Skill Points

Skill Mods: None

Commands Granted

Polearm Spin Attack 2

Master Polearm Stances: Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles. A Pikeman at this level of training has a very fast attack speed and can seriously inhibit and damage multiple attackers simultaneously.

Cost: 450,000 Polearm Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Polearm Speed	+15

Commands Granted

None

THE ELITE PROFESSIONS

Intermediate Polearm Offensive Techniques:

Begins the Pikeman on the road to learning powerful leg and area attacks.

Cost: 175,000 Polearm Weapons Experience

2 Skill Points

Skill Mods: None

Commands Granted

Polearm Leg Hit 2

Advanced Polearm Offensive Techniques:

Teaches Pikeman dual-track methods of attacking. A Pikeman at this level can damage either multiple enemies at once, or target the legs of a single opponent.

Cost: 250,000 Polearm Weapons Experience

3 Skill Points

Skill Mods: None

Commands Granted

Polearm Area Attack 1

Expert Polearm Offensive Techniques:

Teaches the Pikeman even more damaging area and leg attacks.

Cost: 350,000 Polearm Weapons Experience

4 Skill Points

Skill Mods: None

Commands Granted

Polearm Leg Hit 3

Master Polearm Offensive Techniques:

Teaches the Pikeman the ultimate techniques in the area and leg attacks.

Cost: 450,000 Polearm Weapons Experience

5 Skill Points

Skill Mods: None

Commands Granted

Polearm Area Attack 2

Intermediate Polearm Defensive Techniques:

Introduces the Novice Pikeman to the advantages of a long weapon, such as being able to sweep opponents off their feet.

Cost: 175,000 Polearm Weapons Experience

2 Skill Points

Skill Mods: None

Commands Granted

Polearm Sweep 1

Advanced Polearm Defensive Techniques:

Teaches further use of a polearm's defensive capabilities.

Cost: 250,000 Polearm Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Ranged Defense	+5
Defense vs. Knockdown	+10
Defense vs. Posture Change (Down)	+10
Defense vs. Dizzy	+10
Defense vs. Stun	+10
Defense vs. Blind	+10

Commands Granted

None



Expert Polearm Defensive Techniques:

Helps show a Pikeman how to simultaneously sweep multiple opponents off of their feet.

Cost: 350,000 Polearm Weapons Experience

4 Skill Points

Skill Mods: None

Commands Granted

Polearm Sweep 2

Master Polearm Defensive Techniques: This is the highest level of defensive training that a Pikeman learns. It contains multiple sweeping techniques and defensive maneuvers to keep a Pikeman on her feet and be more resistant to being stunned, blinded, or dizzied.

Cost: 450,000 Polearm Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Ranged Defense	+5
Defense vs. Knockdown	+10
Defense vs. Posture Change (Down)	+10
Defense vs. Dizzy	+10
Defense vs. Stun	+10
Defense vs. Blind	+10
Block	+5
Polearm Toughness	+4

Commands Granted

None

Intermediate Polearm Support Abilities:

Grants a Pikeman the ability to directly wound an opponent's Health.

Cost: 60,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Polearm Toughness	+4

Commands Granted

Polearm Action Hit 1

Advanced Polearm Support Abilities: Grants a Pikeman greater accuracy with his polearm.

Cost: 85,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Polearm Accuracy	+20

Commands Granted

None

Expert Polearm Support Abilities: Grants a Pikeman the ability to further wound on opponent's Health while maintaining better polearm accuracy.

Cost: 120,000 Combat Experience

4 Skill Points

Skill Mods: None

Commands Granted

Polearm Action Hit 2

THE ELITE PROFESSIONS

Master Polearm Support Abilities: Allows the Pikeman to achieve a much greater polearm accuracy than before, while allowing deadly wounds to be inflicted to an opponent's Health.

Cost: 150,000 Polearm Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Polearm Accuracy	+20

Commands Granted

None

Master Pikeman: The Master Pikeman delivers the most damaging blows with one of the most deadly types of melee weapons.

Cost: 620

Apprenticeship
Experience

6 Skill Points

MOD SKILLS

MOD	VALUE
Polearm Accuracy	+10
Polearm Speed	+10
Melee Defense	+5
Ranged Defense	+5
Defense vs. Posture Change (Down)	+10
Defense vs. Dizzy	+20
Defense vs. Stun	+10
Block	+10

Commands Granted

Polearm Hit 3



PISTOLEER

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."

Derived from: Marksman—page 140

For the Pistoleer, no truer words could be spoken. While the rifle has the better range and the carbine is a good all-around weapon, when the tactics break down and the lines blend, it is the Pistoleer who makes the difference.

Any kid can blast a bottle of Corellian ale off a fencepost in broad daylight. The Pistoleer can shoot six out of the air while on the run at night and shoot the seventh out of your hand before you have a chance to throw it. It is a harsh galaxy out there and this profession has the abilities to survive it.

Increased rate of fire and increased accuracy both while standing and on the move are some of the perks of this profession's

disciplines. In addition, because of the close combat work involved, the Pistoleer enjoys bonuses to melee defense and an increased chance to dodge an attack. Eventually, the increased speed and accuracy a Pistoleer gains allow accurate attacks on multiple opponents at once.

Placing a shot accurately is fine, but if the area aimed at was not vital, the result could be the same as a miss. The Pistoleer knows where to shoot to drop a target quickly and effectively—if somewhat noisily and messily.

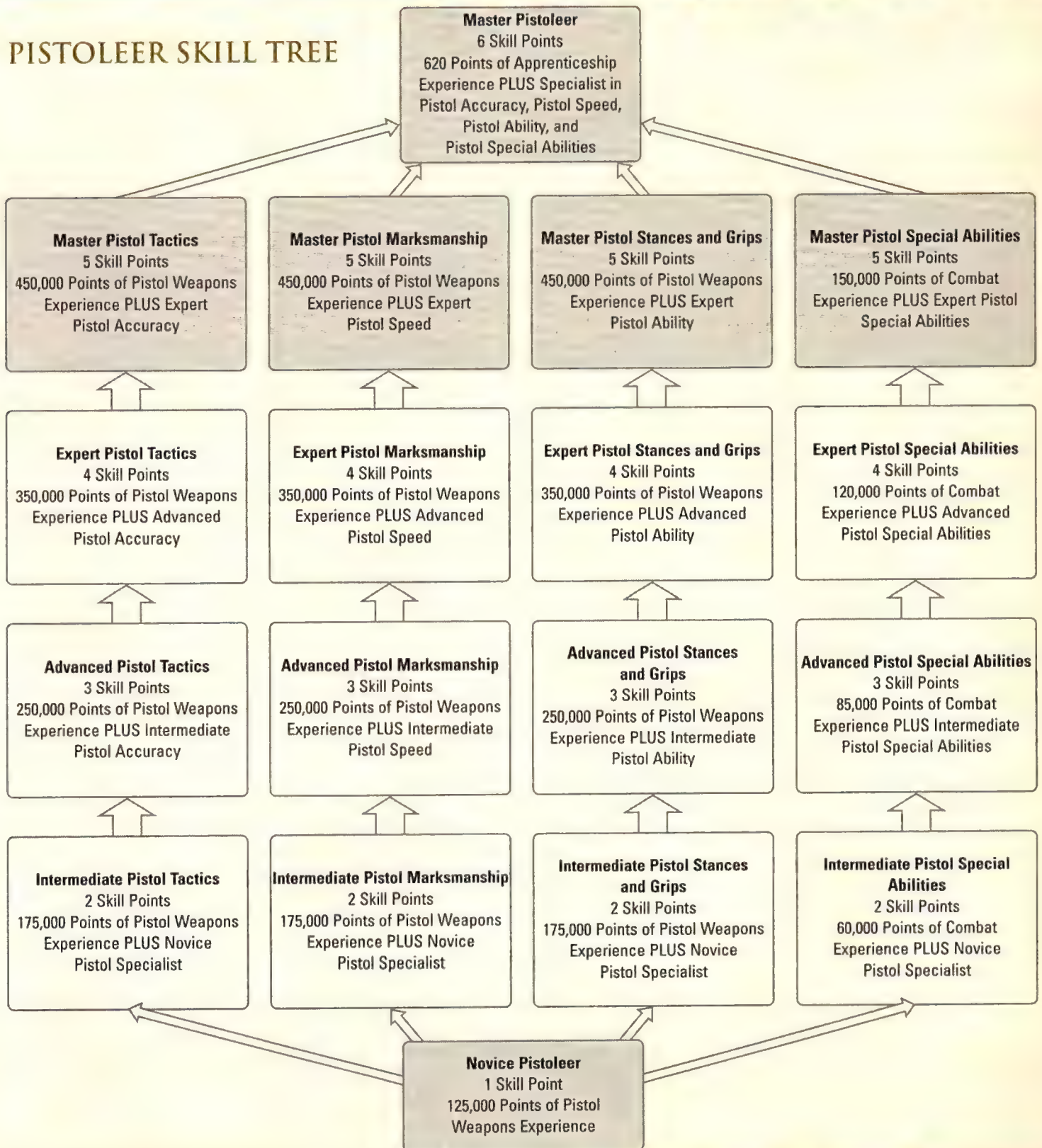
While easily reached, this career is difficult to master. Some move on to other interests, others get distracted by the fame and fortune made available without mastering everything there is to do with a pistol. Only fools laugh at the Master Pistoleer.

—Jeff Sanders



THE ELITE PROFESSIONS

PISTOLEER SKILL TREE



PISTOLEER

ELITE PROFESSION

Novice Pistoleer: The Pistoleer gains improvements in the short-range firearms along with a series of special abilities for nearly every situation. The novice pistol skill begins this path.

Cost: 125,000 Pistol Weapons Experience

1 Skill Point

SKILL MODS

MOD	VALUE
Pistol Accuracy	+5
Pistol Speed	+5

Commands Granted

Health Shot 2
DX2 Pistol Certification

Intermediate Pistol Tactics: Begins the Novice Pistoleer on the path to obtaining a better understanding of advanced ranged combat.

Cost: 175,000 Pistol Weapons Experience

2 Skill Points

Skill Mods: None

Commands Granted

Point Blank Single 2

Advanced Pistol Tactics: Shows the Pistoleer how to better anticipate an opponent's attack in order to dodge better.

Cost: 250,000 Pistol Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Dodge	+10

Commands Granted

None

Expert Pistol Tactics: Gives the Pistoleer the ability to more successfully damage an opponent's body.

Cost: 350,000 Pistol Weapons Experience

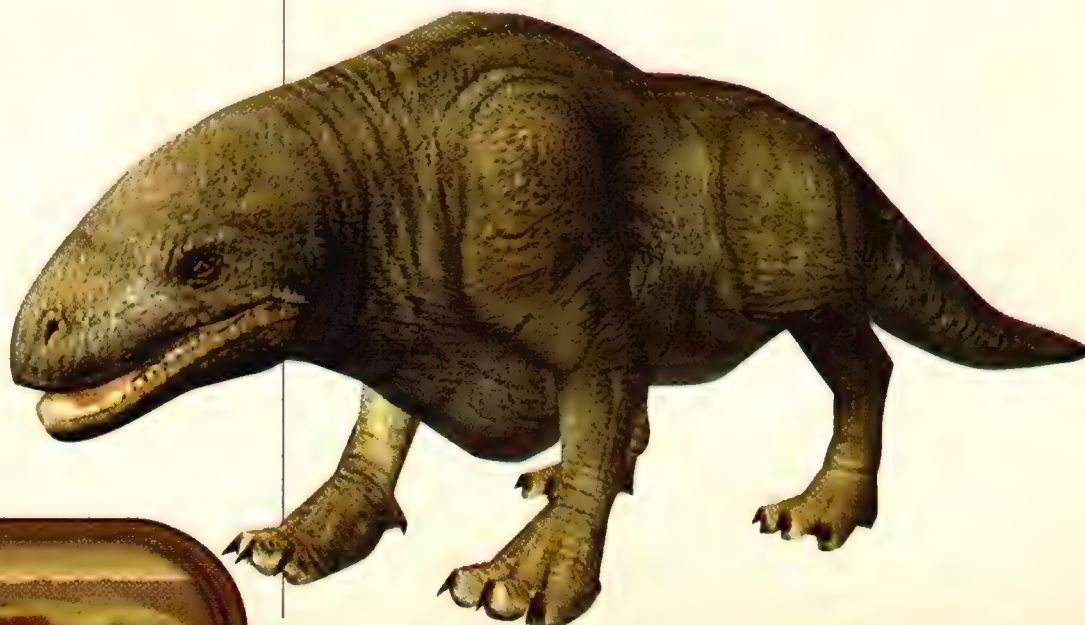
4 Skill Points

SKILL MODS

MOD	VALUE
Dodge	+5

Commands Granted

Body Shots 3



THE ELITE PROFESSIONS

Master Pistol Tactics: Gives the Pistoleer a deep understanding of ranged combat, allowing them to dodge more successfully, as well as learn good methodology for fighting multiple opponents at close range.

Cost: 450,000 Pistol Weapon Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Dodge	+5

Commands Granted

Point Blank Area 2

Intermediate Pistol Marksmanship: Increases the Pistoleer's accuracy.

Cost: 175,000 Pistol Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

Commands Granted

None

Advanced Pistol Marksmanship: Increases the Pistoleer's accuracy.

Cost: 250,000 Pistol Weapon Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+5
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

Commands Granted

None

Expert Pistol Marksmanship: Increases the Pistoleer's accuracy.

Cost: 350,000 Pistol Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

Commands Granted

None



Master Pistol Marksmanship: Increases the Pistoleer's accuracy to a masterful level.

Cost: 450,000 Pistol Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+5
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

Commands Granted

None

Intermediate Pistol Stances and Grips: Begins the Pistoleer on the road toward a solid understanding of the combat benefits of different stances and grips.

Cost: 175,000 Pistol Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Defense Vs. Stun	+20

Commands Granted

Disarming Shot 1

Advanced Pistol Stances and Grips: Conveys an understanding of tactical advantages that can arise from various combat stances and grips, depending on the situation.

Cost: 250,000 Pistol Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Defense Vs. Blind	+20

Commands Granted

Double Tap

Expert Pistol Stances and Grips: Shows the Pistoleer close-encounter techniques when an opponent has gotten too close for your pistol to be useful as a ranged weapon.

Cost: 350,000 Pistol Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Defense Vs. Dizzy	+20

Commands Granted

Stopping Shot

THE ELITE PROFESSIONS

Master Pistol Stances and Grips: Gives the Pistoleer a masterful understanding of the wide variety of grips and stances that can benefit them in any number of combat situations.

Cost: 450,000 Pistol Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Defense Vs. Posture Change (Down)	+20
Defense Vs. Knockdown	+30

Commands Granted

Fan Shot

Intermediate Pistol Special Abilities: Grants additional special moves for the Pistoleer.

Cost: 60,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+2
Pistol Speed	+6

Commands Granted

Pistol Melee Defense 1

Advanced Pistol Special Abilities: Grants additional special moves for the Pistoleer.

Cost: 85,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+2
Pistol Speed	+6

Commands Granted

None

Expert Pistol Special Abilities: Grants additional special moves for the Pistoleer.

Cost: 120,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+2
Pistol Speed	+6
Pistol Accuracy While Standing	+15

Commands Granted

Pistol Melee Defense 2

Master Pistol Special Abilities: Grants additional special moves for the Pistoleer.

Cost: 150,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+2
Pistol Speed	+6

Commands Granted

None



Master Pistol Pistoleer: The Master Pistol Pistoleer has gained significant improvements in the short-range firearms along with a series of special abilities for nearly every situation.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

ATTRIBUTE	VALUE
Pistol Accuracy	+10
Pistol Speed	+20
Pistol Accuracy While Moving	+10
Pistol Aiming	+4
Ranged Defense	+10
Dodge	+10
Melee Defense	+5

Commands Granted

Multi Target Pistol Shot

Disarming Shot 2



RANGER

"The Jundland wastes are not to be traveled lightly."

Derived from: Scout—page 158

The Ranger is the natural evolution of the Scout, open only to those who have fully elevated their skills and wilderness survival abilities. While the Scout might have been comfortable in the wild, the Ranger flourishes.

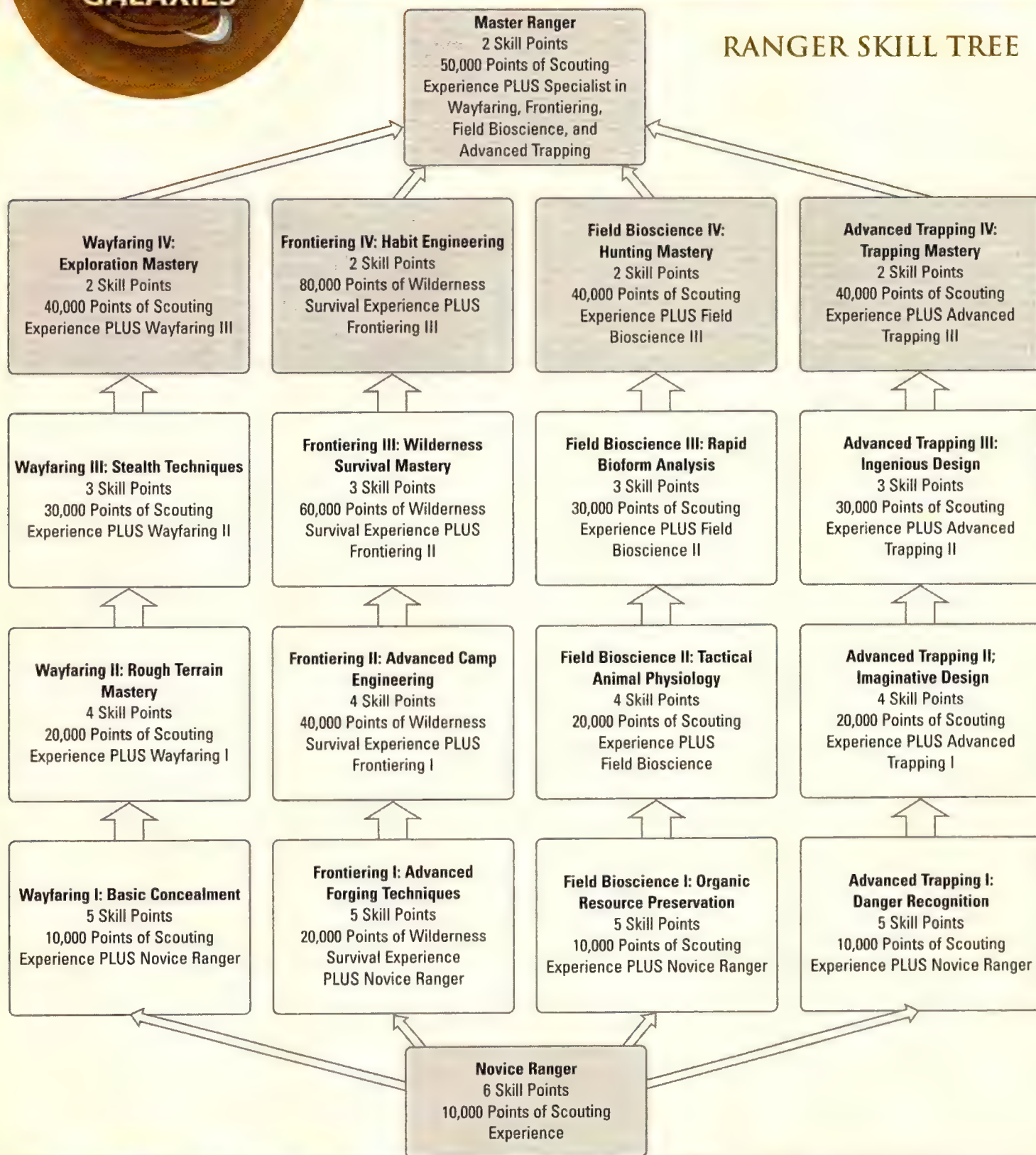
Rangers are fully capable of operating alone, but as a member of a large adventuring group, the Ranger proves most beneficial. For surveillance, their expertise in wayfaring gives Rangers a tremendous edge, with the talent to scale mountains like paralopes. Conceal lets them monitor their enemies without notice, while reserving the right to deliver punishment and still remain hidden from view among their surroundings. The Ranger's additional training in trapping gives her even more conniving devices to spring upon the wildlife and the ability to rescue other adventurers from dire circumstances in a maneuver both courageous and utterly foolish. And at the end of the day, using their background in frontierring, Rangers can construct fully stocked, pre-fabricated bases with nearly all the comforts of home.

Cities prove too confining for Rangers to display their impressive set of abilities. Rangers eventually choose to spend less and less time inside cities. This development is met with more than a little regret from the creatures outside.

—John Kwong



RANGER SKILL TREE



RANGER
ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Ranger: Rangers continue the studies of the Scout, furthering their camp and trap crafting abilities, as well as terrain traversal, resource harvesting, and camouflage skills.

Cost: 10,000 Scouting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+5
Camping	+5
Foraging	+5
Creature Knowledge	+5
Creature Harvesting	+5

Commands Granted

High Quality Camp Kit

Wayfaring I: Basic Concealment—Further develops the Ranger's camouflage techniques. The Ranger can completely disguise his presence, allowing him to escape the notice of creatures.

Cost: 10,000 Scouting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+10
Camouflage	+5

Commands Granted

None

Wayfaring II: Rough Terrain Mastery—This represents the ability to move with unmatched speed through the harshest world's surface terrain. At this point, the Ranger can crawl through thick foliage and other obstructions at a very high speed.

Cost: 20,000 Scouting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+10
Camouflage	+10

Commands Granted

None

Wayfaring III: Stealth Techniques—At this skill level, the Ranger further develops her stealth and movement abilities. She becomes more successful at masking her scent and concealing her presence.

Cost: 30,000 Scouting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+10
Camouflage	+10

Commands Granted

None

Wayfaring IV: Exploration Mastery—The master of exploration has been to many places and has seen many things. He can move faster than any other and can hide from the fiercest of creatures. Nothing bars his path and no path lies unexplored.

Cost: 40,000 Scouting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+10
Camouflage	+15

Commands Granted

None

Frontiering I: Advanced Foraging Techniques—The Ranger gains unique insights into the proper methods of foraging for edibles. She knows which plants are the best to eat, where to find water, and how to prepare small meals from the most meager resources. At this skill level, foraging has a chance of turning up a rare item.

Cost: 20,000 Wilderness Survival Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Camping	+10
Camouflage Foraging	+10

Commands Granted

None

Frontiering II: Advanced Camp Engineering—Involves the study of camp defense and tactical design. The Ranger's camps become more defensible as well as cleaner. Healers will find their skills more effective in the elite camp.

Cost: 40,000 Wilderness Survival Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Camping	+10
Foraging	+10

Commands Granted

Field Base Kit

Frontiering III: Wilderness Survival Mastery—At this skill level, the Ranger is an unmatched master of wilderness survival. Whether spending a week alone

in the Dune Sea or a shelter-less night on the peak of a frost-covered mountain, the Ranger survives and thrives.

Cost: 60,000 Wilderness Survival Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Camping	+10
Foraging	+10

Commands Granted

None

Frontiering IV: Habitat Engineering—Now a master of the environment, the Ranger turns to enhancing his traveling experience. The Ranger learns to create camp kits that include highly advanced automated services, such as a complete medical crafting station.

Cost: 80,000 Wilderness Survival Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Camping	+10
Foraging	+10

Commands Granted

High Tech Field Base Kit

Field Bioscience I: Organic Resource Preservation—The study of proper methods of organic resource preservation increases the Ranger's ability to harvest large amounts of quality resources from a creature's corpse.

Cost: 10,000 Scouting Experience

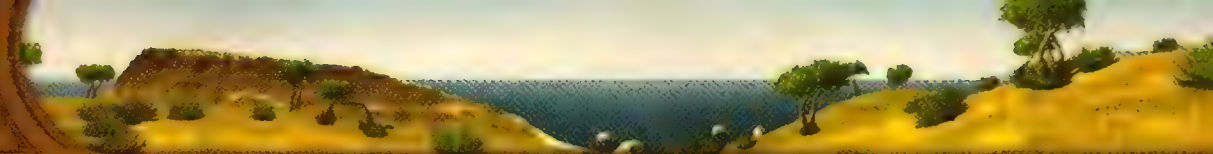
5 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+5
Creature Harvesting	+5

Commands Granted

None



THE ELITE PROFESSIONS



Field Bioscience II: Tactical Animal Physiology—Further experience in the field has led the Ranger to the study of tactical animal physiology. A Ranger of this skill level knows where to place a shot to bring down a creature.

Cost: 20,000 Scouting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+10

Commands Granted

None

Field Bioscience III: Rapid Bioform Analysis—A Ranger of this skill level can recognize a creature quickly in low visibility. She carries a veritable mental library of hard-earned field knowledge.

Cost: 30,000 Scouting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+10
Creature Harvesting	+10

Commands Granted

None

Field Bioscience IV: Hunting Mastery—The master hunter is unmatched in creature resource harvesting and knowledge. He has studied the behavioral patterns and biological nature of hundreds of creatures and his bank accounts reflect his success.

Cost: 40,000 Scouting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+5

Commands Granted

None

Advanced Trapping I: Danger Recognition—Peerless skill in trap design has led to a sharp eye for danger and rapid mental reflexes. At this skill level, the Ranger can leap to the rescue of a friend in need. The target of the rescue ability is saved from the enemy's anger, which then focuses on the Ranger.

Cost: 10,000 Scouting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+10
Rescue	+10

Commands Granted

Rescue

Advanced Trapping II: Imaginative Design—At this skill level, the Ranger's experience has shown her the need for new, more effective trap design. She applies her creative energy to implementing traps that affect multiple enemies at a time.

Cost: 20,000 Scouting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+10
Rescue	+10

Commands Granted

Flash Bomb

Advanced Trapping III: Ingenious Design—The Ranger continues his development of more effective trap designs, increasing the effectiveness and the lethality of his inventions.

Cost: 30,000 Scouting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+10
Rescue	+10

Commands Granted

Sonic Pulse

Advanced Trapping IV: Trapping Mastery—The Ranger of this skill level is a peerless artificer in a realm of traps and minor machinery. Her mental reflexes are as sharp as her creations.

Cost: 40,000 Scouting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Trapping	+10
Rescue	+10

Commands Granted

None

Master Ranger: The Master Ranger is unequalled in outdoors skills. He has traveled to many places and has encountered many strange beasts. He is an unrivaled explorer and trap maker.

Cost: 50,000 Scouting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Terrain Negotiations	+5
Camouflage	+10
Camping	+5
Foraging	+5
Creature Knowledge	+10
Creature Harvesting	+10
Trapping	+10
Rescue	+10
Ranged Defense	+10
Melee Defense	+10

Commands Granted

None

RIFLEMAN

"These blast points, too accurate for Sand People."

Derived from: Marksman—page 140

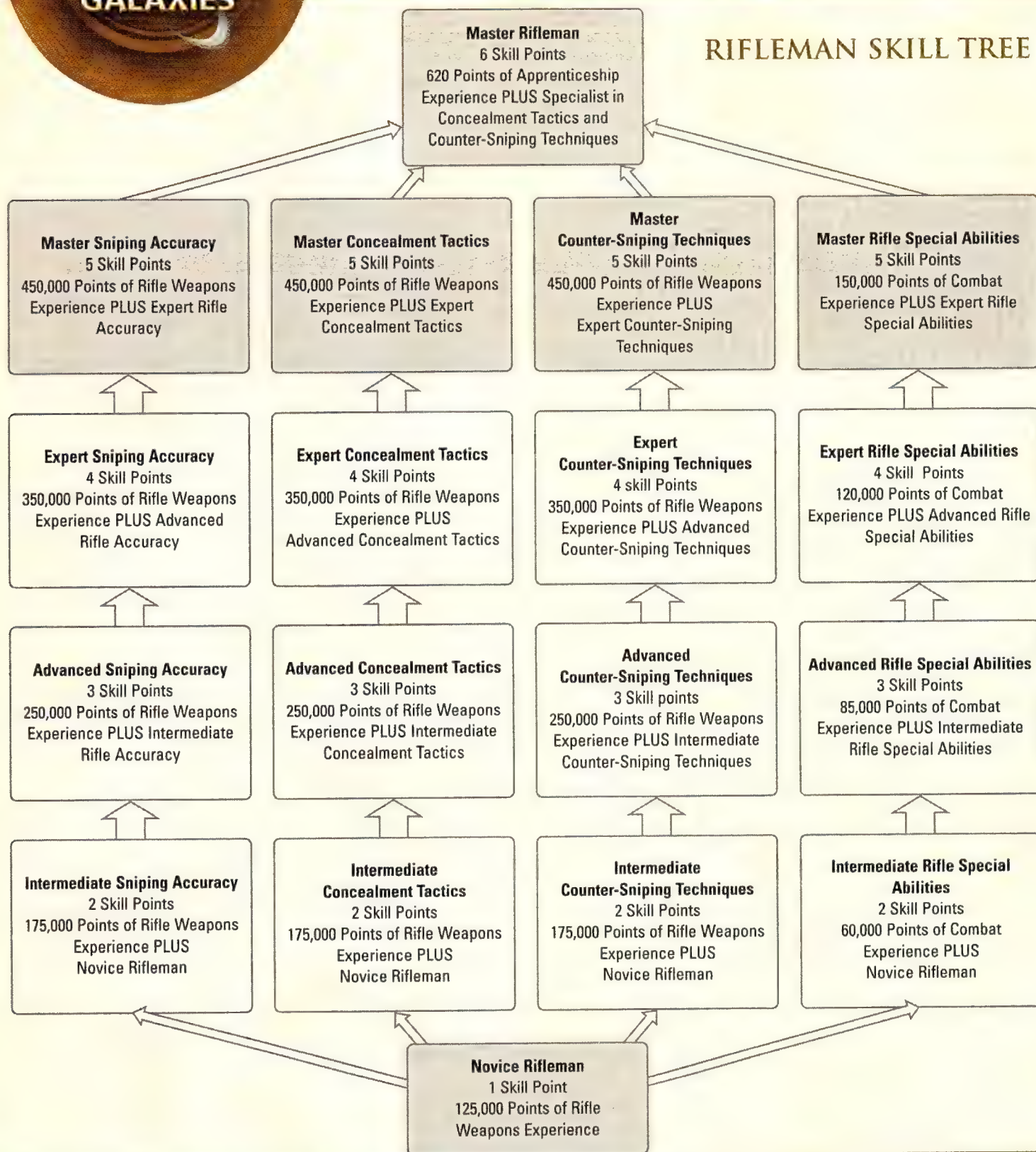
The Rifleman is the long-range specialist, a melee expert's worst nightmare, and one of the most potent and versatile weapons in an effective combat group. Practically invisible with conceal shot and sneak, the Rifleman seeks to harass, elude, and frustrate opponents, sniping without fear of reprisal. With a flurry of well-placed shots, the Rifleman can disorient an enemy force, or flush out a defended position. If the situation requires a direct approach, a T-21 repeating rifle in a Rifleman's hands gives a squad the flexibility of the equivalent of a siege weapon with stealth. For extermination, the Rifleman's predilection to aim at the target's head, in addition to being the only profession capable of administering deathblow at a distance, will have the local cloning facilities working overtime to handle the influx of customers.

After training in the early basics of handling the rifle as a Marksman, the move to becoming a Rifleman is a natural fit that can only be considered brutal for those on the scope's other end. Master the profession and it will be just plain cruel.

—John Kwong



RIFLEMAN SKILL TREE



RIFLEMAN

ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Rifleman: The Rifleman takes the knowledge he or she gained from Marksman and specializes in rifle skills and abilities. The Novice Rifleman skill begins this path.

Cost: 125,000 Rifle Weapons Experience

1 Skill Point

SKILL MODS

MOD	VALUE
Rifle Accuracy	+5
Rifle Speed	+5

Commands Granted

Strafe Shot 1 T21 Rifle Certification

Intermediate Sniping Accuracy: Improves the Rifleman's chance to hit.

Cost: 175,000 Rifle Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+5
Rifle Speed	+5

Commands Granted

Mind Shot 2

Advanced Sniping Accuracy: Improves the Rifleman's chance to hit.

Cost: 250,000 Rifle Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+7
Rifle Aiming	+5

Commands Granted

Head Shot 3

Expert Sniping Accuracy: Improves the Rifleman's chance to hit.

Cost: 350,000 Rifle Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+10
Rifle Aiming	+5

Commands Granted

Surprise Shot

Master Sniping Accuracy: Improves the Rifleman's chance to hit. At this level of mastery, a Rifleman becomes the only profession in the galaxy that can kill incapacitated targets from long range.

Cost: 450,000 Rifle Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+15
Rifle Aiming	+5

Commands Granted

Sniper Shot



Intermediate Concealment Tactics: Grants the Rifleman abilities to better hide and protect themselves from notice.

Cost: 175,000 Rifle Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+2
Cover	+20
Rifle Crawl Speed	+5

Commands Granted

Conceal Shot

Advanced Concealment Tactics: Grants the Rifleman more abilities with which to hide while firing at their victim.

Cost: 250,000 Rifle Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+2
Cover	+20
Rifle Crawl Speed	+5

Commands Granted

None

Expert Concealment Tactics: Grants the Rifleman more advanced abilities to better hide themselves from notice, and grant themselves slightly better defense versus other ranged attacks.

Cost: 350,000 Rifle Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+2
Cover	+20
Rifle Crawl Speed	+5

Commands Granted

Sneak

Master Concealment Tactics: Conveys a mastery of general concealment tactics to a Rifleman. At this level of skill, a Rifleman can easily conceal themselves while being able to crawl while in cover.

Cost: 450,000 Rifle Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Ranged Defense	+2
Cover	+20
Rifle Crawl Speed	+5

Commands Granted

None

Intermediate Counter-Sniping Techniques:

Improves the Rifleman's overall ability to wield a rifle. Complements a Rifleman's arsenal of skills further by giving them the ability to startle an enemy sniper out of a low position.

Cost: 175,000 Rifle Weapons Experience

2 Skill Points

THE ELITE PROFESSIONS

SKILL MODS

MOD	VALUE
Block	+5

Commands Granted

Flushing Shot 1

Advanced Counter-Sniping Techniques: Further develops a Rifleman's ability to attack enemy snipers.

Cost: 250,000 Rifle Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Block	+5

Commands Granted

Startle Shot 2

Expert Counter-Sniping Techniques: Helps a Rifleman learn how to defend themselves from a wide variety of attacks that an enemy sniper might use against them.

Cost: 350,000 Rifle Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Block	+5
Defense vs. Posture Change (Up)	+30
Defense vs. Stun	+10
Defense vs. Blind	+10
Defense vs. Dizzy	+10

Commands Granted

Flushing Shot 2

Master Counter-Sniping Techniques: Gives a Rifleman a noticeable advantage over enemy snipers. At this level of mastery, a Rifleman will be able to stay low and well-defended versus posture change attacks. They will also have the ability to easily block incoming shots through a deep understanding of the tactics a sniper is likely to use against them.

Cost: 450,000 Rifle Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Block	+5
Ranged Defense	+5

Commands Granted

Startle Shot 2

Intermediate Rifle Special Abilities: Teaches the Rifleman valuable special moves that form the basis of a successful tactical exchange.

Cost: 60,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Rifle Speed	+10

Commands Granted

Flurry Shot 1

Advanced Rifle Special Abilities: Teaches the Rifleman improved special moves.

Cost: 85,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Rifle Speed	+10

Commands Granted

None

Expert Rifle Special Abilities: Teaches the Rifleman improved special moves.

Cost: 120,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Rifle Speed	+10

Commands Granted

Flurry Shot 2

Master Rifle Special Abilities: Teaches the Rifleman improved special moves.

Cost: 150,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Rifle Speed	+10

Commands Granted

None

Master Rifleman: The Master Riflemen are unequaled in their deadliness with a long-range rifle.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Rifle Accuracy	+10
Rifle Speed	+20
Rifle Accuracy While Moving	+10
Rifle Aiming	+4
Ranged Defense	+5

Commands Granted

Strafe Shot 2



TAILOR

"You look absolutely beautiful. You truly belong here with us among the clouds."

Derived from: Artisan—page 113

Supply field gear to the Rebel Alliance, set fashion trends for the cultured elite, become the most sought-after costumer to the entertainment world's biggest stars! From soldiers to slitherhorn players, from brawlers to businesswomen, Tailors keep everyone looking his or her best.

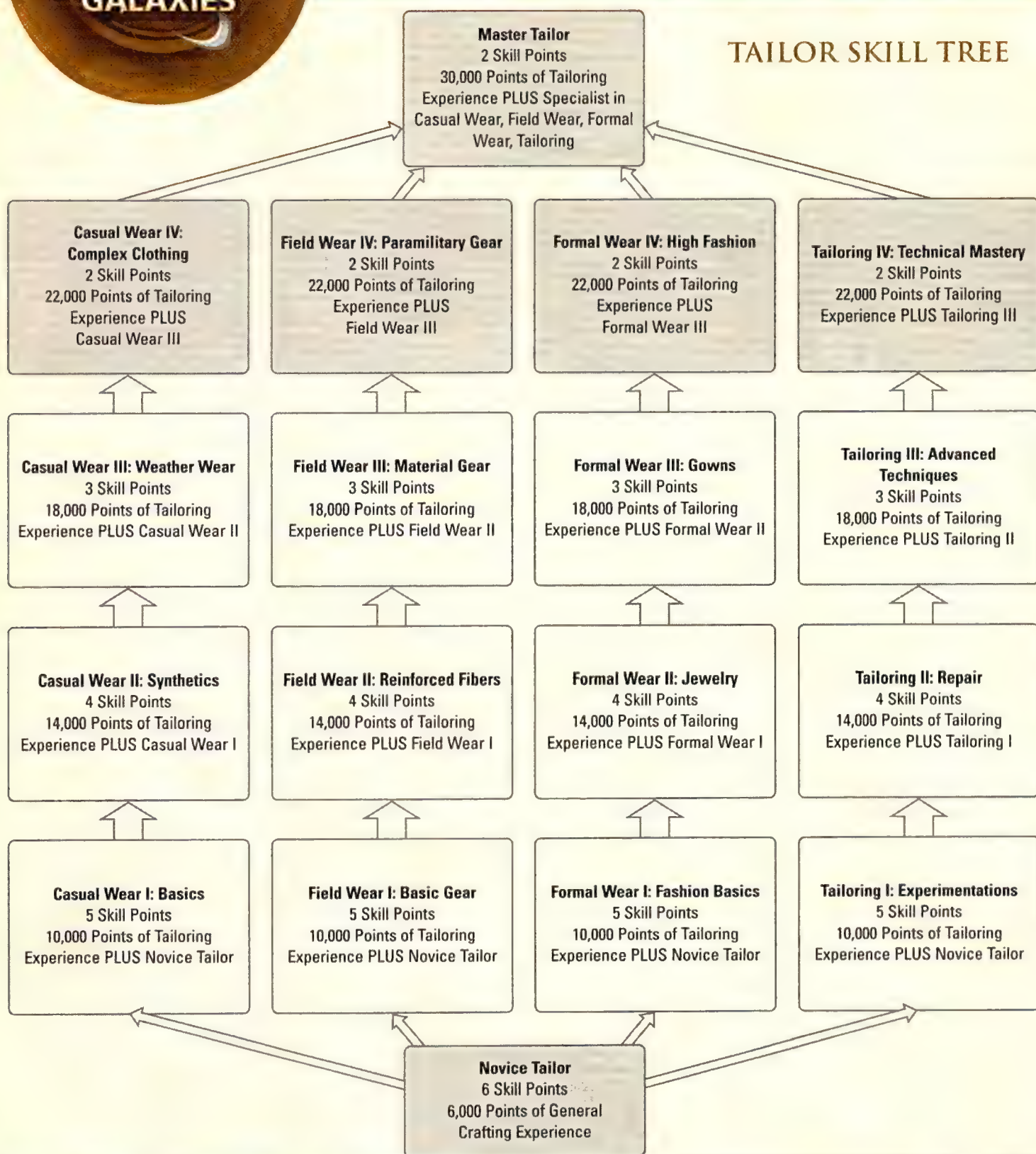
The Tailor is a skilled artisan adept at a range of domestic, engineering, surveying, and commercial disciplines, whose craft is vital to the economy. By collecting and combining natural and synthetic resources, the Tailor creates and repairs the high-quality, attractive garments every member of society needs. Are you embarking on a dangerous interplanetary mission? Or perhaps attending a performance at the theater? The Tailor can provide you with the proper attire for any occasion: custom sets of armor, official uniforms, casual wear, ladies' gowns and men's formal wear, hats, shoes, and accessories—these are just a sampling of the clothing the Tailor can provide.

The Tailor profession requires mastery of the Artisan profession, as well as a thorough knowledge of patterns, materials, jewelry-making, clothing repair techniques, and resource gathering. It's ideal for those seeking a vocation that combines technical expertise, aesthetics, and commerce.

—Neilie Johnson



TAILOR SKILL TREE



TAILOR
ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Tailor: The Tailor specializes in being able to create a variety of clothing types and styles. A good Tailor is like a good doctor—after you know a good one, you never want to let go of him or her.

Cost: 6,000 General Crafting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Clothing Assembly	+20
Clothing Experimentation	+20
Clothing Customization	+40

Commands Granted

Military Travel Pack	Leather Work Gloves
Synthetic Cloth	Large Pocket Pants
Rugged Jacket	Ribbed Shirt
Weighted Waist Wrap	Smock
Wookiee Travekker's Helm	Councilman's Robe
Plain Shirt	Sleeveless Dress
Casual Shirt	Bangles
Striped Pants	Metal Bracelet
Thin Striped Pants	Formal Shirt
Ribbed Pants	Dress Shirt
Padded Jacket	Metal Necklace
Woolly Jacket	Large Pendant
Workman's Belt	Striped Pendant

Casual Wear I: Basics

Cost: 10,000 Tailoring Experience

5 Skill Points

Skill Mods: None

Commands Granted

Shoe Sole	Loose Dress
Standard Boots	Pleated Skirt
Paneled Boots	Modest Skirt
Cold Weather Gloves	Sneakers
Tipless Gloves	Sandals
Wookiee Strapped Gloves	Women's Shoes

Casual Wear II: Synthetics

Cost: 14,000 Tailoring Experience

4 Skill Points

Skill Mods: None

Commands Granted

Long Sleeve Shirt	Desert Crawlers
Short Sleeve Shirt	Hot Pants
Flex-form Shirt	Simple Vest
Scout Jacket	Pullover
Belted Jacket	Mangy Vest
Tight Jacket	Heavy Shoulder Pad
Striped Slacks	

Casual Wear III: Weather Wear

Cost: 18,000 Tailoring Experience

3 Skill Points

Skill Mods: None

Commands Granted

High Quality Boots	Warm Hat
Thermal Boots	Sunguard
Decorative Dress	Large Headwrap
Pleated Dress	Light Bustier
Double Robe	Small Bustier
Cloak	Sports Bustier
Robe	Wookiee Padded Gloves

Casual Wear IV: Complex Clothing

Cost: 22,000 Tailoring Experience

2 Skill Points

Skill Mods: None

Commands Granted

Woolly Shirt	Pantaloon
Sports Wrap	Belted Vest
Leather Trim Shirt	Crested Vest
Reinforced Pullover	Short Vest
Short Sleeve Jacket	Long Vest
Pilot's Jacket	Twilek Bone Crest
Short Skirt	Twilek Lekku Wrap

Field Wear I: Basic Gear

Cost: 10,000 Tailoring Experience

5 Skill Points

Skill Mods: None

Commands Granted

Cargo Pocket	Utility Belt
Tech Pack	Long Leather Gloves
Sturdy Boots	Reinforced Jacket
Uniform Boots	Cold Weather Jacket
Swoop Helm	Patterned Wookiee Gloves

Field Wear II: Reinforced Fibers

Cost: 14,000 Tailoring Experience

4 Skill Points

Skill Mods: None

Commands Granted

Reinforced Fiber Panel	Workman's Gloves
Reinforced Work Shirt	Link-Steel Reinforced Gloves
Formfitting Undershirt	Ammo Bandolier
Lined Workshirt	Rank Sash
Pocketed Shorts	Bounty Hunter Pack
Crafter's Pants	Wookiee Battle Padding
Small Pocket Belt	



Field Wear III: Martial Gear

Cost: 18,000 Tailoring Experience

3 Skill Points

Skill Mods: None

Commands Granted

Spec-Ops Pack	Reinforced Pants
Mercenary Bandolier	Padded Workpants
Two-Strap Bandolier	Decorated Belt
Multipocket Bandolier	Wookiee Shoulder Pad
Heavy Reinforced Jacket	
Spec-Ops Duster	
Desert Command Jacket	

Field Wear IV: Paramilitary Gear

Cost: 22,000 Tailoring Experience

2 Skill Points

Skill Mods: None

Commands Granted

Paramilitary Camos	Long Uniform Gloves
Infiltrator Leggings	Reinforced Jumpsuit
Cartridge Belt	Infiltration Suit
Grenadier's Belt	Gunman's Duster
Heavy Gloves	Crested Battle Padding

Formal Wear I: Fashion Basics

Cost: 10,000 Tailoring Experience

5 Skill Points

Skill Mods: None

Commands Granted

Trim	Emerald Pendant
Sidebuttoned Shirt	Dress Shoes
Dress Blouse	Dress Slippers
Strap Belt	Belted Skirt
Leather Belt	Two-Tone Formal Skirt
Bristle Hide Belt	Fashionably Pleated Skirt
Plated Necklace	Sigiled Waist Wrap
Crested Neckpiece	

THE ELITE PROFESSIONS

Formal Wear II: Jewelry

Cost: 14,000 Tailoring Experience

4 Skill Points

Skill Mods: None

Commands Granted

Jewelry Setting	Golden Bracelet
Robe	Golden Symbol
Cloaked Dress	Vested Jacket
Formal Gown	Suit Jacket
Suit Belt	Flared Jacket
Black Leather Belt	Decorative Vest
Widebuckle Belt	Decorative Skirt
Metal Band	Wookiee Sage Hood

Formal Wear III: Gowns

Cost: 18,000 Tailoring Experience

3 Skill Points

Skill Mods: None

Commands Granted

Flared Cuff Shirt	Heavy Crystal Symbol
Trim Lined Shirt	Elegant Gemstone Necklace
Suit Shirt	Band
Doctor's Dress	Signet
Formal Gown	Decorative Headdress
Elegant Gown	Slacks
Longsleeve Gown	Lined Shorts
Silver Pendant	Decorative Waist Wrap



Formal Wear IV: High Fashion

Cost: 22,000 Tailoring Experience

2 Skill Points

Skill Mods: None

Commands Granted

Exquisite Gown	Dress Uniform Jacket
Patterned Slip Dress	Stately Necklace
Luxurious Gown	Noble Skirt
Dignified Belt	Refined Skirt
Fancy Belt	Thin Pleated Skirt
Simplified Belt	Comfortable Slacks
Long Formal Jacket	Dress Slacks
Dress Robe	Short Wrap

Tailoring I: Experimentation—Improves the Tailor's ability to assemble clothes from the patterns he or she knows.

Cost: 10,000 Tailoring Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Clothing Assembly	+10
Clothing Experimentation	+10
Clothing Customization	+20

Commands Granted

None

Tailoring II: Repair—Improves the Tailor's ability to assemble clothes from the patterns he knows.

Cost: 14,000 Tailoring Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

Commands Granted

None

Tailoring III: Advanced Techniques—Improves the Tailor's ability to assemble clothes from the patterns he or she knows.

Cost: 18,000 Tailoring Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

Commands Granted

None

Tailoring IV: Technical Mastery—Improves the Tailor's ability to assemble clothes from the patterns he or she knows.

Cost: 22,000 Tailoring Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

Commands Granted

None

Master Tailor: The Master Tailor has the widest range of customizable clothing.

Cost: 30,000 Tailoring Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Clothing Assembly	+10
Clothing Experimentation	+10

Commands Granted

Revealing Bikini	Exotic Leotard
Metal Bikini	Grand Healer's Robe
Low-Cut Top	Grand Ball Gown
Revealing Top	Robe of Honor
Bikini Leggings	Twi'lek Noble Crest
Transport Flightsuit	Lekku Ys'rak
Trader's Flightsuit	Grand Twi'lek Headpiece
Heavy Flightsuit	Gemstone Crest
Fighter Flightsuit	Immense Gemstone
Tactical Skinsuit	Necklace
Revealing Fleshwrap	



THE ELITE PROFESSIONS

TERÄS KÄSI SPECIALIST

"Why don't you come with us? You're pretty good in a fight. I could use you."

Derived from: Brawler—page 123

The Teräs Käsi ("Steel Hands") Artist is well-trained and deadly in the unarmed combat art. Unlike other martial disciplines, the Teräs Käsi exceeds the scope of other combat practices by training the mind as strenuously as the body. In an approach that acknowledges mental preparation as the real strength behind physical readiness, the Teräs Käsi uses meditation to achieve high levels of concentration, enabling him or her to focus his or her attacks, to control pain, and to take down his or her enemies with a minimum of effort.

The Teräs Käsi has a wide range of deadly unarmed attacks modeled on animal behaviors and the forces of nature. Facing an unarmed or melee-weaponed adversary, Teräs Käsi are lethal, nearly impossible to knock down or unbalance. Facing an opponent armed with ranged weapons, high-level abilities enable his or her to evade blaster fire and close in quickly, bringing his or her enemy swiftly to the ground.

Teräs Käsi may use their strength and talent to protect the weak without expectation of compensation, or may choose a more worldly path and use their skills to join questing groups of adventurers, work for wealthy patrons, or fight in the Galactic Civil War.

The Teräs Käsi profession requires full mastery of the Brawler profession as well as advanced study in power techniques, conditioning, precision striking, and meditation. It is an arduous, albeit rewarding, career path to pursue; only the most dedicated, hardworking, and strong-willed martial arts student achieves the honorable title of Teräs Käsi Artist.

—Neilie Johnson



TERÄS KÄSI SKILL TREE



TERÄS KÄSI
ELITE PROFESSION

THE ELITE PROFESSIONS

Teräs Käsi Novice: Teräs Käsi Artista are significant forces even by themselves. The Teräs Käsi Artist focuses on learning the techniques to make his or her fist and feet deadly weapons.

Cost: 125,000 Unarmed Combat Experience

1 Skill Point

SKILL MODS

MOD	VALUE
Unarmed Damage	+20
Combat Equilibrium	+10
Unarmed Speed	+10
Unarmed Accuracy	+10
Meditate	+15
Unarmed Toughness	+4

Commands Granted

Meditate Unarmed Hit 2

Intermediate Meditative Techniques: Improves the Teräs Käsi student's chances to hit with unarmed attacks.

Cost: 175,000 Unarmed Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Meditate	+15

Commands Granted

None

Advanced Meditative Techniques: Improves the Teräs Käsi student's chances to hit with unarmed attacks.

Cost: 250,000 Unarmed Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Meditate	+15

Commands Granted

Power Boost

Expert Meditative Techniques: Improves the Teräs Käsi student's chances to hit with unarmed attacks.

Cost: 350,000 Unarmed Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Meditate	+15

Commands Granted

None

Master Meditative Techniques: Improves the Teräs Käsi student's chances to hit with unarmed attacks.

Cost: 450,000 Unarmed Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Meditate	+15

Commands Granted

Force of Will

Intermediate Balance Conditioning: Allows the Teräs Käsi student to understand how to merge stability and instability concepts into more complete forms.

Cost: 175,000 Unarmed Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Combat Equilibrium	+10
Defense vs. Blind	+10
Defense vs. Posture Change	+10

Commands Granted

Unarmed Knockdown 1

Advanced Balance Conditioning: Allows for further understanding of the benefits of self-balance as compared to the offensive capabilities of imbalance.

Cost: 250,000 Unarmed Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Defense vs. Stun	+10
Combat Equilibrium	+10
Defense vs. Posture Change (Down)	+10
Unarmed Toughness	+15

Commands Granted

None

Expert Balance Conditioning: Conveys a higher understanding of how to use mobility and immobility as two parts of the same technique, to unbalance one's opponents while maintaining a rock-solid balance of self.

Cost: 350,000 Unarmed Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Defense vs. Stun	+5
Combat Equilibrium	+10
Defense vs. Posture Change (Down)	+10
Defense vs. Dizzy	+5
Defense vs. Knockdown	+20
Unarmed Toughness	+4

Commands Granted

None

Master Balance Conditioning: This is the final key to true understanding of the potential use of gravity as an additional weapon in your arsenal.

Cost: 450,000 Unarmed Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Toughness	+4

Commands Granted

Unarmed Knockdown 2

Intermediate Power Techniques: Grants faster speed and damage to unarmed attacks.

Cost: 170,000 Unarmed Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Damage	+7
Unarmed Speed	+10

Commands Granted

Unarmed Dizzy 1

Advanced Power Techniques: Grants faster speed and damage to unarmed attacks.

Cost: 250,000 Unarmed Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Damage	+10
Unarmed Speed	+10

Commands Granted

Unarmed Combo 1

Expert Power Techniques: Grants faster speed and damage to unarmed attacks.

Cost: 350,000 Unarmed Combat Experience

4 Skill Points

THE ELITE PROFESSIONS

SKILL MODS

MOD	VALUE
Unarmed Damage	+7
Unarmed Speed	+10

Commands Granted

Unarmed Spin Attack 2

Master Power Techniques: Grants faster speed and damage to unarmed attacks. At this level of expertise, you can do considerable unarmed damage to an opponent.

Cost: 450,000 Unarmed Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Damage	+7
Unarmed Speed	+15

Commands Granted

Unarmed Combo 2

Intermediate Precision Striking: This leads the Teräs Käsi student to the beginning of the path toward accuracy in attacking.

Cost: 60,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Ranged Defense	+5
Unarmed Accuracy	+20

Commands Granted

Unarmed Body Hit 1

Advanced Precision Striking: Furthers the Teräs Käsi's understanding of accurate attacks.

Cost: 85,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+10
Ranged Defense	+10
Unarmed Accuracy	+20
Unarmed Toughness	+5

Commands Granted

Unarmed Leg Hit 1

Expert Precision Striking: Brings Teräs Käsi students to a true understanding of how to accurately attack their opponents.

Cost: 120,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Ranged Defense	+5
Unarmed Accuracy	+20

Commands Granted

None

Master Precision Striking: Completes the Teräs Käsi student's learning accuracy secrets, which also convey important insights into self-defense. At this level of understanding, one can attack an opponent's head, legs, or body with ease.

Cost: 150,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+10
Ranged Defense	+10
Unarmed Accuracy	+20
Unarmed Toughness	+5

Commands Granted

Unarmed Head Hit 1

Teräs Käsi Master: The Teräs Käsi Masters are the most feared melee combat opponents, as they can deliver rapid, damaging blows to even the strongest of enemies.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Unarmed Damage	+20
Combat Equilibrium	+15
Unarmed Speed	+20
Unarmed Accuracy	+15
Meditate	+15

Commands Granted

Unarmed Hit 3

SWORDSMAN

"You'll find I'm full of surprises."

Derived from: Brawler—page 123

Discipline, strength, speed, precision—these qualities define the accomplished Swordsman.

The Swordsman is master of a wide range of two-handed weapons, both bladed and blunt (mauls, cleavers, katanas, and scythes) and is a skilled unarmed combatant. These combined talents make the Swordsman the quintessential martial artist and a lethal adversary, certain of victory regardless of battle conditions. Environmental challenges, ranged weapons, and multiple opponents are no match for the Swordsman's tactical and martial expertise. As a result, his or her talents can be put to use in many career variants—he or she can become a hunter, a mercenary, a quest-seeking adventurer, a bodyguard to local crime lords, or if inclined to serve a larger cause, a soldier in the Galactic Civil War.

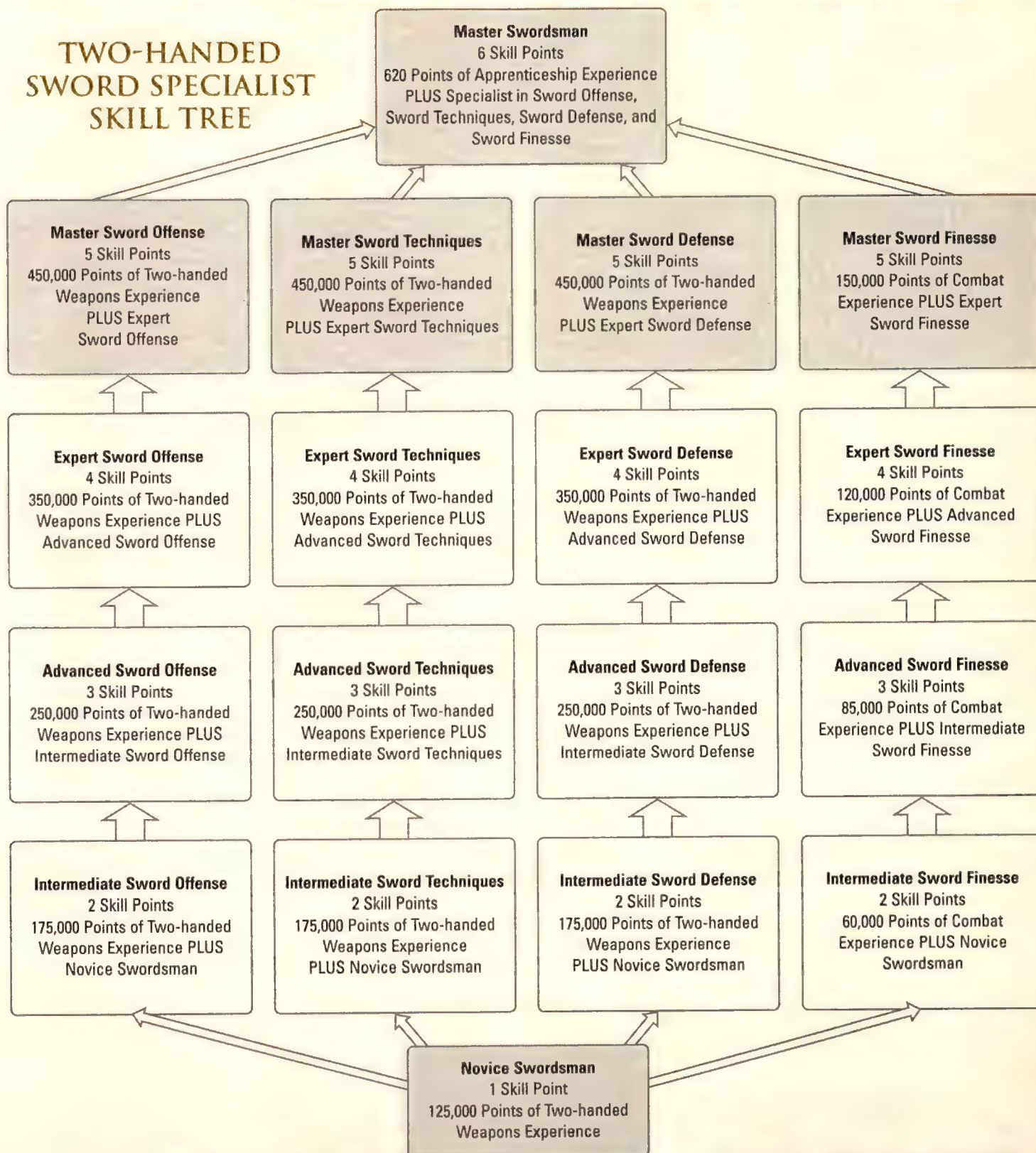
The Swordsmen have learned to mete out punishment to their challengers quickly and powerfully through spin attacks, sweeps, and precision hits. Entrance into this profession takes long and careful study and requires mastery of the Brawler profession as well as further study in advanced sword techniques, accuracy, and defense. Swordsman is a challenging, exciting, and lucrative career path for the well-conditioned combatant with a liking for heavy melee weaponry.

—Neilie Johnson



THE ELITE PROFESSIONS

TWO-HANDED SWORD SPECIALIST SKILL TREE



TWO-HANDED SWORD SPECIALIST

ELITE PROFESSION

Novice Swordsman: The Novice Swordsman excels at wielding two-handed swords. This novice skill begins a player's specialization in mastering this weapon.

Cost: 125,000 Two-handed Weapons Experience

1 Skill Point

SKILL MODS

MOD	VALUE
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+10
Melee Defense	+5
Counterattack	+5
Two-handed Melee Toughness	+10

Commands Granted

Two-hand Hit 2

Power Hammer Certification

Intermediate Sword Offense: Teaches the benefits of attacking multiple opponents at once.

Cost: 175,000 Two-handed Weapons Experience

2 Skill Points

Skill Mods: None

Commands Granted

Two-hand Area Attack 1

Advanced Sword Offense: Teaches the benefits of attacking multiple opponents at once.

Cost: 250,000 Two-handed Weapons Experience

3 Skill Points

Skill Mods: None

Commands Granted

Two-hand Area Attack 2

Expert Sword Offense: Teaches the benefits of attacking multiple opponents at once.

Cost: 350,000 Two-handed Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Defense vs. Intimidate	+20
Defense vs. Dizzy	+20
Defense vs. Stun	+20
Two-handed Melee Toughness	+4

Commands Granted

None

Master Sword Offense: Teaches the benefits of attacking multiple opponents at once. At this level, a Swordsman can deal massive amounts of area damage while maintaining a strong defense against being blinded, dizzied, or stunned.

Cost: 450,000 Two-handed Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Toughness	+4

Commands Granted

Two-hand Area Attack 3

Intermediate Sword Techniques: Focuses on combining attack speed and technique with an emphasis on head attacks.

Cost: 175,000 Two-handed Weapons Experience

2 Skill Points

Skill Mods: None

Commands Granted

Two-hand Head Hit 2

THE ELITE PROFESSIONS

Advanced Sword Techniques: Focuses on combining attack speed and technique with an emphasis on head attacks.

Cost: 250,000 Two-handed Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Speed	+15

Commands Granted

None

Expert Sword Techniques: Focuses on combining attack speed and technique with an emphasis on head attacks.

Cost: 350,000 Two-handed Weapons Experience

4 Skill Points

Skill Mods: None

Commands Granted

Two-hand Head Hit 3

Master Sword Techniques: Focuses on combining attack speed and technique, with an emphasis on head attacks. At this level of mastery, a Swordsman will be significantly faster at attacking.

Cost: 450,000 Two-handed Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Speed	+15

Commands Granted

None

Intermediate Sword Defense: Emphasizes self-defense versus unusual attacks.

Cost: 175,000 Two-handed Weapons Experience

2 Skill Points

Skill Mods: None

Commands Granted

Two-hand Spin Attack 2

Advanced Sword Defense: Emphasizes self-defense versus unusual attacks, complemented with one style of area attack.

Cost: 250,000 Two-handed Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Ranged Defense	+5
Defense vs. Posture Change (Down)	+10

Commands Granted

None

Expert Sword Defense: Emphasizes self-defense versus unusual attacks, complemented with two styles of area attacks.

Cost: 350,000 Two-handed Weapons Experience

4 Skill Points

Skill Mods: None

Commands Granted

Two-hand Sweep 2

Master Sword Defense: Emphasizes self-defense versus unusual attacks, complemented with two styles of area attacks.

Cost: 450,000 Two-handed Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Melee Defense	+5
Ranged Defense	+5
Defense vs. Knockdown	+15
Counterattack	+10

Commands Granted

None

Intermediate Sword Finesse: This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind.

Cost: 60,000 Combat Experience

2 Skill Points

Skill Mods: None

Commands Granted

None

Advanced Sword Finesse: This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind.

Cost: 85,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Accuracy	+20

Commands Granted

None

Expert Sword Finesse: This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind.

Cost: 120,000 Combat Experience

4 Skill Points

Skill Mods: None

Commands Granted

None

Master Sword Finesse: This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind. At this level, a Swordsman is much more accurate at two-handed attacks and can inflict heavy mind wound damage.

Cost: 150,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Accuracy	+20

Commands Granted

Two-hand Mind Hit 2

Master Swordsman: The Master Swordsman has the specialized knowledge and skill in two-handed sword category and is a fearsome opponent.

Cost: 620 Apprenticeship Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Two-handed Melee Accuracy	+10
Two-handed Melee Speed	+10
Melee Defense	+5
Defense vs. Stun	+10
Defense vs. Blind	+10
Defense vs. Knockdown	+10
Ranged Defense	+5
Counterattack	+10

Commands Granted

Two-Hand Hit 3

Power Hammer Certification

WEAPONSMITH

"Looks like somebody's beginning to take an interest in your handiwork."

Derived from: Artisan—page 113

The Weaponsmith is one of the most vital professions in the galaxy. The Galactic Civil War rages, far-flung towns have become lawless, the wilderness is rife with deadly beasts, so out of necessity every citizen must arm him or herself, and it's the Weaponsmith who supplies and repairs the best weapons credits can buy.

The Weaponsmith is a highly trained Artisan, skilled in all the basic disciplines of engineering, resource-gathering, domestic arts, and commerce, who has gone on to absorb all there is to know about firearms, munitions, melee weapons, and crafting techniques—a true master in the art of weapon creation. What's your pleasure? A solid kamris iron vibro-axe with desh copper detailing? How about a DH17 snub-nosed carbine with duralloy steel barrel and high-powered scope? The Weaponsmith is the professional who can provide these custom weapons and more...for the right price.

Weaponsmiths are a strong commercial presence in any community; their skills are in constant demand and the good ones can pick and choose their customers—providing weaponry for special groups of townspeople, criminal factions, individual clients, or combatants involved in the Galactic Civil War. Any Artisan who appreciates fine weapons production and craves financial prosperity will enjoy the Weaponsmith profession.

—Neilie Johnson



WEAPONSMITH SKILL TREE



WEAPONSMITH
ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Weaponsmith: The Weaponsmith can craft a wide variety of dangerous weapons out of raw materials. Novice Weaponsmiths learn the beginning set of skills to allow them to explore this profession.

Cost: 6,000 General Crafting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Weapon Assembly	+10
Weapon Experimentation	+10

Commands Granted

Warhead Fusing Mechanism	Blaster-Pistol Barrel
Light Warhead Mechanism	Blaster Power-Handle
Fragmentation Grenade	Projectile Feed Mechanism
Blade Vibro Unit	Projectile Pistol Barrel
Sword Core	Weapon Scope
Sword	Rifle Stock
Weapon Upgrade Kit	D18 Pistol

Intermediate Melee Weapons Crafting: Teaches the Weaponsmith how to make more complex melee weapons.

Cost: 10,000 Weapon Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Lance
Gaderffii Baton
Two-handed Axe



Advanced Melee Weapons Crafting: Teaches the Weaponsmith how to make more complex melee weapons.

Cost: 14,000 Weapon Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Vibro Knuckler
Curved Sword

Expert Melee Weapons Crafting: Teaches the Weaponsmith how to make more complex melee weapons.

Cost: 18,000 Weapon Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Vibroblade
Ryyk Blade

Master Melee Weapons Crafting: Teaches the Weaponsmith how to make more complex melee weapons.

Cost: 22,000 Weapon Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Stun Baton
Vibro-Axe
Vibro Lance
Two-handed Cleaver

Intermediate Firearms Crafting: Grants the Weaponsmith knowledge of how to make more complex firearms.

Cost: 10,000 Weapon Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Blaster-Rifle Barrel	DL44 Pistol
Projectile Rifle Barrel	Scout Blaster
Chemical Dispersion Mechanism	DLT20 Rifle
DH17 Carbine	

Advanced Firearms Crafting: Grants the Weaponsmith knowledge of how to make more complex firearms.

Cost: 14,000 Weapon Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Weapon Mount	DL44 Metal Pistol
Light Weapon Mount	DH17 Carbine
FWG5 Pistol	Tusken Rifle
Striker Pistol	

Expert Firearms Crafting: Grants the Weaponsmith knowledge of how to make more complex firearms.

Cost: 18,000 Weapon Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

DH17 Pistol
Power5 Pistol
E11 Carbine
E11 Rifle
SG82 Rifle
Blaster-Pistol Barrel
Advanced Blaster Power Handler
Advanced Projectile Feed Mechanism
Advanced Projectile Pistol Barrel
Advanced Weapon Scope
Advanced Weapon Stock
Launcher Pistol
Scatter Pistol

Master Firearms Crafting: Grants the Weaponsmith knowledge of how to make more complex firearms.

Cost: 22,000 Weapon Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

SR Combat Pistol
Laser Carbine
Laser Rifle
EE3 Carbine
Spray Stick
Advanced Blaster Rifle Barrel
Advanced Projectile Rifle Barrel
Advanced Chemical Dispersion Mechanism
Heavy Partical Beam Cannon
Lightning Beam Cannon
Lightning Cannon
Acid Stream Launcher

THE ELITE PROFESSIONS

Intermediate Munitions Crafting: Conveys the knowledge of how to make explosives.

Cost: 10,000 Weapon Crafting Experience

5 Skill Points

Skill Mods: None

Commands Granted

Chemical Warhead Fragmentation Grenade
Medium Warhead DRX Mine
Mechanism

Advanced Munitions Crafting: Improves the Weaponsmith's knowledge of explosives.

Cost: 14,000 Weapon Crafting Experience

4 Skill Points

Skill Mods: None

Commands Granted

Glop Grenade
CryoBan Grenade
Warhead Stabilizing Devices
Heavy Warhead Mechanism

Expert Munitions Crafting: Improves the Weaponsmith's knowledge of explosives.

Cost: 18,000 Weapon Crafting Experience

3 Skill Points

Skill Mods: None

Commands Granted

Thermal Detonator XG Mine

Master Munitions Crafting: Improves the Weaponsmith's knowledge of explosives.

Cost: 22,000 Weapon Crafting Experience

2 Skill Points

Skill Mods: None

Commands Granted

Proton Grenade Anti-Vehicular Mine

Intermediate Weapon Crafting Techniques:

Conveys improved ability at the skills needed to craft all types of weapons.

Cost: 10,000 Weapon Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Weapon Assembly	+10
Weapon Experimentation	+10

Commands Granted

None

Advanced Weapon Crafting Techniques:

Conveys improved ability at the skills needed to craft all types of weapons.

Cost: 14,000 Weapon Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Weapon Assembly	+15
Weapon Experimentation	+15

Commands Granted

None



Expert Weapon Crafting Techniques: Conveys improved ability at the skills needed to craft all types of weapons.

Cost: 18,000 Weapon Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Weapon Assembly	+15
Weapon Experimentation	+15

Commands Granted

None

Master Weapon Crafting Techniques: Conveys improved ability at the skills needed to craft all types of weapons.

Cost: 22,000 Weapon Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Weapon Assembly	+15
Weapon Experimentation	+15

Commands Granted

None

Master Weaponsmith: The Master Weaponsmith creates the deadliest weapons one can find.

Cost: 30,000 Weapon Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Weapon Assembly	+25
Weapon Experimentation	+25
Weapon Repair	+25

Commands Granted

Rocket Launcher	Elite Carbine
Imperial Detonator	DXR6 Carbine
Long Vibro-Axe	Jawa Ion Rifle
Power Hammer	T21 Rifle
Tangle Pistol	Acid Stream Launcher
DX2 Pistol	Republic Blaster
	Heavy Acid Rifle
	Flame Thrower



IMAGE DESIGNER

"Who's scruffy-lookin?"

Derived from: Entertainer—page 132

One thing that binds all species in this galaxy (in addition to the Force) is that they are conscious about their looks. Every species has its own sense of aesthetics, so while a tall, muscular figure is ideal for human men, a short, fat figure might be attractive for Rodian males. But trends change on a daily basis, so people come to the Image Designer to help them stay *en vogue*.

The monetary rewards for image designing are potentially high, but the path to becoming an Image Designer is only for those dedicated to the craft. An Image Designer is more than just a glorified hairstylist. Not only can they alter hair appearance, lekku style, and tattoos, but they can modify a person's weight, height, and facial features. In order to perform such modifications, Image Designers need to be proficient in the use of both scissors and scalpels, so they also need training in the medicinal arts. Mastery of both the Entertainer and Medic professions are needed to become an Image Designer, so those who attain this hybrid profession will be in high demand.

The life of an Image Designer is rewarding in a unique way. For instance, perhaps a male Twi'lek has a crush on a female Zabrak, only to learn that she likes men with red eyes and she cannot stand it when Twi'leks wrap their lekks around their necks. Who else could help this poor Twi'lek but an Image Designer, who could give him some blood-red eyes and throw those lekks over his back? This is one of an endless number of scenarios where the Image Designer helps to bring tranquility and fun to the galaxy during times of war.

—Ben Estabrook



IMAGE DESIGNER SKILL TREE



IMAGE DESIGNER
ELITE PROFESSION

THE ELITE PROFESSIONS

Novice Image Designer: The Image Designer is skilled in perfecting the appearance of other characters. The professional hair designer is your solution to a bad hair day—or even a bad face day! He or she can change almost any aspect of a character's appearance, and skilled Image Designers gain the ability to use hair styles unavailable to the novice.

Cost: 10,000 Image Designer Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Marking Design	+1
Body-form	+1
Face-form	+1

Commands Granted

None

Intermediate Hairstyling: Improves the Image Designer's ability to customize hairstyles and colors.

Cost: 10,000 Image Designer Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+1

Commands Granted

None

Advanced Hairstyling: Improves the Image Designer's ability to customize hairstyles and colors.

Cost: 20,000 Image Designer Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+1

Commands Granted

None

Expert Hairstyling: Improves the Image Designer's ability to customize hairstyles and colors.

Cost: 30,000 Image Designer Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+2

Commands Granted

None

Master Hairstyling: Improves the Image Designer's ability to customize hairstyles and colors.

Cost: 40,000 Image Designer Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Hair Styling	+2

Commands Granted

None

Intermediate Facial Customization: Allows the Image Designer to customize customers' facial features.

Cost: 10,000 Image Designer Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Face-form	+1

Commands Granted

None

Advanced Facial Customization: Allows the Image Designer to customize customers' facial features.

Cost: 20,000 Image Designer Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Face-form	+1

Commands Granted

None

Expert Facial Customization: Allows the Image Designer to customize customers' facial features.

Cost: 30,000 Image Designer Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Face-form	+2

Commands Granted

None

Master Facial Customization: Allows the Image Designer to customize customers' facial features.

Cost: 40,000 Image Designer Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Face-form	+2

Commands Granted

None

Intermediate Body Customization: Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

Cost: 10,000 Image Designer Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Body-form	+1

Commands Granted

None

Advanced Body Customization: Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

Cost: 20,000 Image Designer Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Body-form	+1

Commands Granted

None

Expert Body Customization: Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

Cost: 30,000 Image Designer Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Body-form	+2

Commands Granted

None

THE ELITE PROFESSIONS

Master Body Customization: Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

Cost: 40,000 Image Designer Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Body-form	+2

Commands Granted

None

Intermediate Markings Customization: Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

Cost: 10,000 Image Designer Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Marking Design	+1

Commands Granted

None

Advanced Markings Customization: Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

Cost: 20,000 Image Designer Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Marking Design	+1

Commands Granted

None

Expert Markings Customization: Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

Cost: 30,000 Image Designer Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Marking Design	+2

Commands Granted

None

Master Markings Customization: Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

Cost: 40,000 Image Designer Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Marking Design	+2

Commands Granted

None

Master Image Designer: The Master Image Designer can customize everything about a specific character.

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Marking Design	+2
Body-form	+2
Face-form	+2

Commands Granted

None

THE HYBRID PROFESSIONS

Because these careers derive from multiple sources, they are harder to achieve. But the rewards are worthwhile. Because these careers are difficult to master (or reach) their practitioners are sought after.

BIO-ENGINEER

"Your clones are very impressive."

Derived from:

Medic—page 149

Scout—page 158

The Bio-Engineer takes the wonders of nature and manipulates them to his or her desire with the power of genetic engineering and cloning. Using this power well takes science another step forward with beneficial results for society. Using this power poorly can lead to the side of the ethical line that not even the Empire is willing to cross.

To gain the necessary elements for their experiments, Bio-Engineers collect samples of DNA from a variety of specimens, living or dead, and analyze which combinations provide the optimum profile. With this knowledge, and employing a comprehensive knowledge of clone engineering, they can safely breed dewbacks, banthas, and more in the laboratory. Bio-Engineers with a solid foundation in tissue engineering can go beyond even this, imbuing their creations with enhanced reflexes, physical prowess, and mental capabilities far above what their natural counterparts could ever possess. Brilliant experiments are rumored to have been taught to do actions that one had thought only humanoids could perform. The only hindrance to becoming a Bio-Engineer is the necessity of maintaining a comprehensive knowledge of the Medic's organic chemistry and the inner workings of creatures only gained through a Scout's hunt-

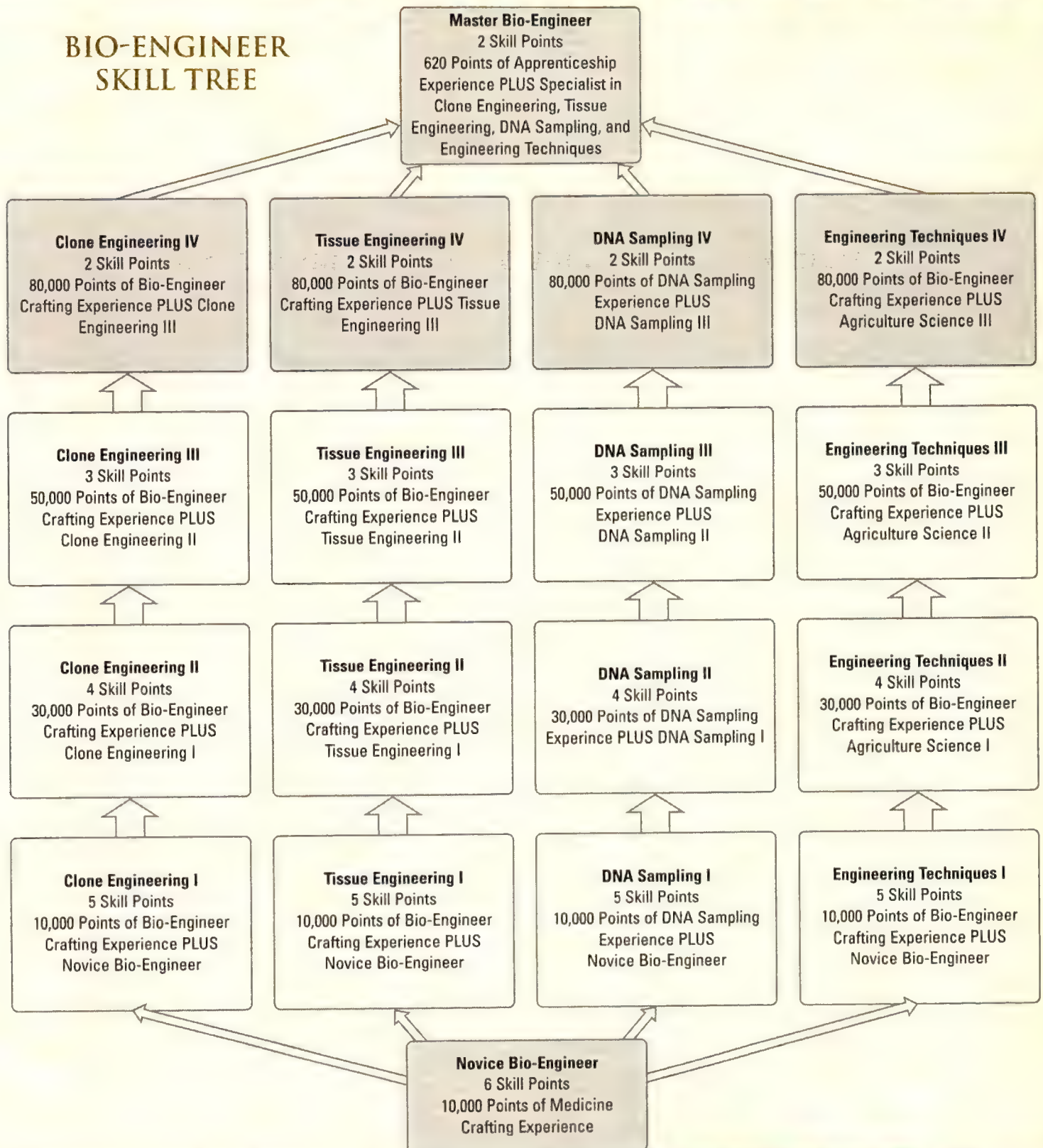
ing experience. After that, the Bio-Engineer is free to seek profit in cloning a line of tireless eopies, to feed the world by boosting the yield of flora harvesters, or to cultivate the mad scientist within and originate a new breed of rancor with the terrifying power of camouflage. This power and these choices belong only to the Bio-Engineer.

—John Kwong



THE HYBRID PROFESSIONS

BIO-ENGINEER SKILL TREE



BIO-ENGINEER
HYBRID PROFESSION

Novice Bio-Engineer

Cost: 10,000 Medicine Crafting Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Bio-Engineer Assembly	+10
Bio-Engineer Experimentation	+10
DNA Harvesting	+15

Commands Granted

Sample DNA
Bearded Jax DNA Template
Eopie DNA Template
Kaadu DNA Template
Bearded jax
Eopie
Kaadu
Charigra
Constrictor Cloth
Micronutrient Supplement



Clone Engineering I

Cost: 10,000 Bio-Engineer Creature Experience

5 Skill Points

Skill Mods: None

Commands Granted

Blurr DNA Template	Dewback
Dewback DNA Template	Gualama
Gualama DNA Template	Kahmurra
Kahmurra DNA Template	Murra
Krahbu DNA Template	Krahbu
Tybis DNA Template	Tybis
Blurr	

Clone Engineering II

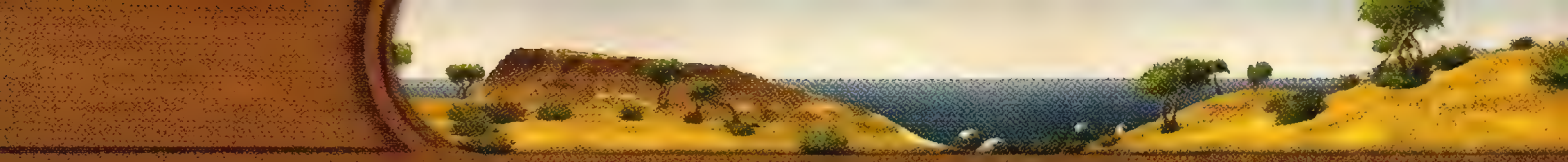
Cost: 30,000 Bio-Engineer Creature Experience

4 Skill Points

Skill Mods: None

Commands Granted

Choku DNA Template	Choku
Carrion Spat DNA Template	Carrion Spat
Purgoriss DNA Template	Purgoriss
Kusak DNA Template	Kusak
Gurrcat DNA Template	Gurrcat
Zucca Boar DNA Template	Zucca boar



THE HYBRID PROFESSIONS

Clone Engineering III

Cost: 50,000 Bio-Engineer Creature Experience

3 Skill Points

Skill Mods: None

Commands Granted

Bantha DNA Template	Bantha
Bol DNA Template	Bol
Bolle Bol DNA Template	Bolle bol
Bolma DNA Template	Bolma
Brackaset DNA Template	Brackaset
Falumpaset DNA Template	Falumpaset
Ronto DNA Template	Ronto
Snorbal DNA Template	Snorbal

Clone Engineering IV

Cost: 80,000 Bio-Engineer Creature Experience

2 Skill Points

Skill Mods: None

Commands Granted

Angler DNA Template	Angler
Dalyrake DNA Template	Dalyrake
Guf Drolg DNA Template	Guf Drolg
Gurrek DNA Template	Gurreck
Narglatch DNA Template	Narglatch
Sand Panther DNA Template	Corellian Sand Panther

Tissue Engineering I

Cost: 10,000 Bio-Engineer Creature Experience

5 Skill Points

Skill Mods: None

Commands Granted

Myoflex Cloth Treatment	Devaronian Alipedene
Confidence Cloth	Cognitive Enhancer
Bio-Strength Formula	

Tissue Engineering II

Cost: 30,000 Bio-Engineer Creature Experience

4 Skill Points

Skill Mods: None

Commands Granted

Passive Biosensors	Visual Camouflage
Passive Tranquilizers	Macrosodial Tetramate
Scent Camouflage	

Tissue Engineering III

Cost: 50,000 Bio Engineer Creature Experience

3 Skill Points

Skill Mods: None

Commands Granted

Toughened Fibers	Coagulant Agents
Personaphene	Broad-Spectrum Nutrients
Enhanced Myoflex Treatment	

Tissue Engineering IV

Cost: 80,000 Bio Engineer Creature Experience

2 Skill Points

Skill Mods: None

Commands Granted

Active Biosensors	Mimetic Circuitry
Active Tranquilizers	Macrosodial Pentamate
Scent Neutralization	

DNA Sampling I

Cost: 10,000 DNA Sampling Experience

5 Skill Points

SKILL MODS

MOD	VALUE
DNA Harvesting	+15

Commands Granted

None

DNA Sampling II

Cost: 30,000 DNA Sampling Experience

4 Skill Points

SKILL MODS

MOD	VALUE
DNA Harvesting	+15

Commands Granted

None

DNA Sampling III

Cost: 50,000 DNA Sampling Experience

3 Skill Points

SKILL MODS

MOD	VALUE
DNA Harvesting	+15

Commands Granted

None

DNA Sampling IV

Cost: 80,000 DNA Sampling Experience

2 Skill Points

SKILL MODS

MOD	VALUE
DNA Harvesting	+15

Commands Granted

None



THE HYBRID PROFESSIONS

Engineering Techniques I

Cost: 10,000 Bio Engineer Creature Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Bio-Engineer Assembly	+10
Bio-Engineer Experimentation	+10

Commands Granted

None

Engineering Techniques II

Cost: 30,000 Bio-Engineer Creature Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Bio-Engineer Assembly	+15
Bio-Engineer Experimentation	+15

Commands Granted

None

Engineering Techniques III

Cost: 50,000 Bio-Engineer Creature Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Bio-Engineer Assembly	+15
Bio-Engineer Experimentation	+15

Commands Granted

None

Engineering Techniques IV

Cost: 80,000 Bio-Engineer Creature Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Bio-Engineer Assembly	+25
Bio-Engineer Experimentation	+25

Commands Granted

None

Master Bio-Engineer

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Bio-Engineer Assembly	+25
Bio-Engineer Experimentation	+25
DNA Harvesting	+25

Commands Granted

Torton DNA Template	Fumbaa
Kimogila DNA Template	Veermok
Rancor DNA Template	Tensile Resistance
Fambaa DNA Template	Fear Release
Veermok DNA Template	Systemic Cognitive Reformat
Torton	Enhanced Bio-Strength
Kimogila	Refined Alipedene
Rancor	

BOUNTY HUNTER

"This Bounty Hunter is my kind of scum, fearless and inventive."

Derived from:

Scout—page 158

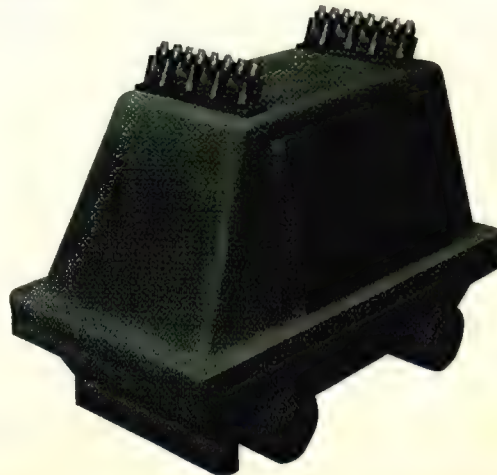
Marksman—page 140

Fearless and inventive are good words to describe the Bounty Hunter. Dangerous would be more appropriate. Tracking down the scum of the galaxy is not a job for the weak at heart. Some argue whether Bounty Hunters even have hearts.

Bounty Hunters are deadly fighters and shrewd investigators—required skills for this line of work. The bounties are those who are too slippery or dangerous for the authorities (or usual brand of thugs). The Bounty Hunter uses informants, genetic records, tracking droids, intuition, and luck to find these seedy characters. Some set certain standards of whom they will track down, but most will go after anyone—for the right price. That price is usually fairly high, which makes the Bounty Hunter profession a lucrative one. Successful Bounty Hunters can buy the best arms, armor, and equipment available. Their profession requires them to have the very best if they hope to survive.

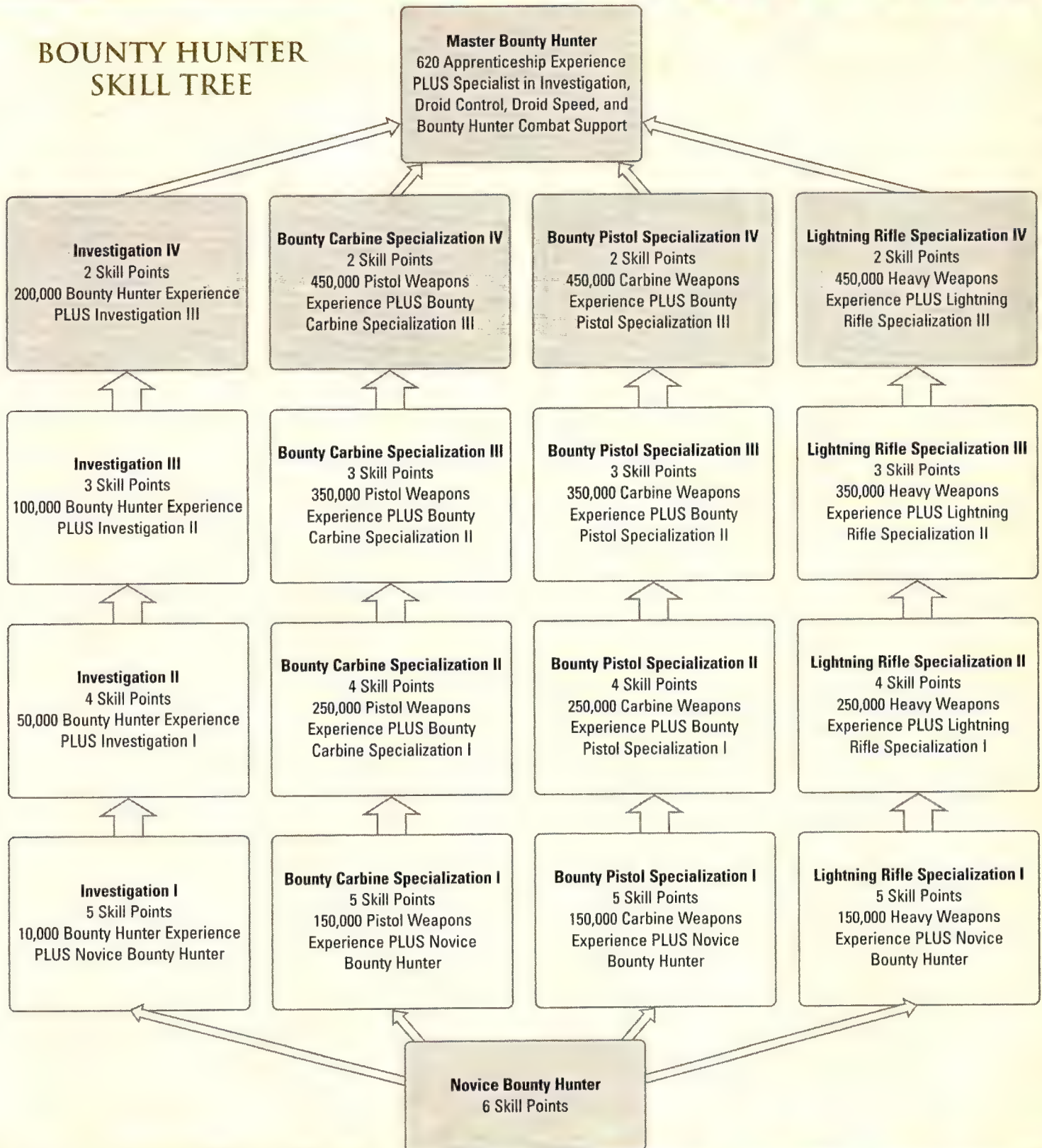
The road to becoming a Bounty Hunter is hardly easy. A character must master both the Marksman and Brawler professions before she can become a Novice Bounty Hunter. Once reached, however, this profession is rewarding.

—Jeff Sanders



THE HYBRID PROFESSIONS

BOUNTY HUNTER SKILL TREE



BOUNTY HUNTER
HYBRID PROFESSION

Novice Bounty Hunter: The Bounty Hunter is effective at tracking down and taking care of the target. The novice skill opens the door to the Bounty Hunter world that is unavailable to others.

6 Skill Points

SKILL MODS

MOD	VALUE
Bounty Mission Difficulty	+1
Heavy Lightning Rifle Accuracy	+20
Heavy Lightning Rifle Speed	+10

Commands Granted

Scatter Pistol Certification

Lightning Rifle Certification

Investigation I: Teaches the Bounty Hunter simple methods in information extraction and street sleuthing, allowing them to find their bounty a bit more easily.

Cost: 10,000 Bounty Hunter Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Droid Precision	+70
Droid Speed	+10

Commands Granted

Droid Find

Investigation II: Further teaches the Bounty Hunter sleuthing methods bolstered with modern technology, allowing them to track their bounty faster.

Cost: 50,000 Bounty Hunter Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Droid Precision	+50
Droid Speed	+40

Commands Granted

None

Investigation III: Offers the Bounty Hunter a more thorough understanding of piecing together random bits of information to create an information chain that leads them right to their prey more often than not.

Cost: 100,000 Bounty Hunter Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Tracking Droids	+4
Tracking Droid Effectiveness	+40
Droid Tracking Speed	+30
Bounty Mission Difficulty	+1
Droid Speed	+30

Commands Granted

Droid Track

Investigation IV: Completes the Bounty Hunter's understanding of investigating techniques, brought to incredible focus for one reason: To hunt people down. A Bounty Hunter with this level of understanding will be a dangerous opponent indeed.

Cost: 200,000 Bounty Hunter Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Tracking Droids	+4
Tracking Droid Effectiveness	+40
Droid Tracking Speed	+30

Commands Granted

None

THE HYBRID PROFESSIONS

Bounty Carbine Specialization I: Begins the Bounty Hunter on the path to a better understanding of Carbine weaponry.

Cost: 150,000 Pistol Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+10
Carbine Speed	+10

Commands Granted

Underhand Shot

Bounty Carbine Specialization II: Further instructs the Bounty Hunter in the best way to take an opponent down with a carbine weapon.

Cost: 250,000 Pistol Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+10
Carbine Speed	+10

Commands Granted

None

Bounty Carbine Specialization III: Helps Bounty Hunters to reach a higher level of knowledge regarding the use of carbine weaponry.

Cost: 350,000 Pistol Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+20
Carbine Speed	+20

Commands Granted

Fire Knockdown

Bounty Carbine Specialization IV: Brings the Bounty Hunter to an extremely lethal grasp of advanced carbine techniques. They will be able to demolish lesser opponents with impunity.

Cost: 450,000 Pistol Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Carbine Accuracy	+10
Carbine Speed	+10

Commands Granted

Confusion Shot

Bounty Pistol Specialization I: Begins the Bounty Hunter on the path to a better understanding of the destructive capabilities of an accurate and fast pistol.

Cost: 150,000 Carbine Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+10

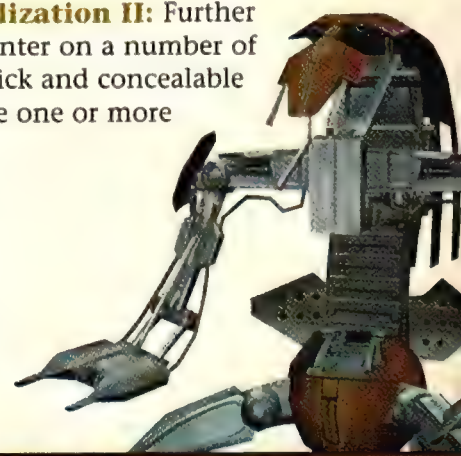
Commands Granted

Bleeding Shot

Bounty Pistol Specialization II: Further instructs the Bounty Hunter on a number of different ways that a quick and concealable weapon can quickly take one or more opponents down.

Cost: 250,000 Carbine Weapons Experience

4 Skill Points



SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+10

Commands Granted

Eye Shot

Bounty Pistol Specialization III: Gives the Bounty Hunter speed and accuracy akin to a true gunslinger through a dissective understanding of a pistol's weight, barrel, and "kick" characteristics.

Cost: 350,000 Carbine Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+20
Pistol Speed	+20

Commands Granted

None

Bounty Pistol Specialization IV: Brings the Bounty Hunter to a deadly understanding of a pistol's weaknesses and strengths. A Bounty Hunter with this level of pistol training should never be provoked, unless one favors an early "retirement."

Cost: 450,000 Carbine Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Pistol Accuracy	+10
Pistol Speed	+10

Commands Granted

Torso Shot

Lightning Rifle Specialization I: Gives the Bounty Hunter an edge over their prey through the understanding a very dangerous weapon, the Lightning Rifle.

Cost: 150,000 Heavy Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Heavy Lightning Rifle Speed	+10
Heavy Lightning Rifle Accuracy	+10

Commands Granted

Lightning Single 1

Lightning Rifle Specialization II: Further instructs the Bounty Hunter in the use of the Lightning Rifle, giving them a definitive advantage over opponents who have no easy way to counter its attacks.

Cost: 250,000 Heavy Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Heavy Lightning Rifle Speed	+10
Heavy Lightning Rifle Accuracy	+10

Commands Granted

Lightning Cone 1

THE HYBRID PROFESSIONS

Lightning Rifle Specialization III: Shows the Bounty Hunter techniques in energy dispersion and capacitor overcharging to increase their efficiency at destroying their opposition or disabling their bounties.

Cost: 350,000 Heavy Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Heavy Lightning Rifle Speed	+20
Heavy Lightning Rifle Accuracy	+20

Commands Granted

None

Lightning Rifle Specialization IV: Brings the Bounty Hunter to a full understanding of an incredible style of weapon, the Lightning Rifle. The only disadvantage to using this weapon is that, due to its unique appearance and energy signature, the Bounty Hunter can sometimes be spotted from rather far away, which occasionally alerts their prey.

Cost: 450,000 Heavy Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Heavy Lightning Rifle Speed	+10
Heavy Lightning Rifle Accuracy	+10

Commands Granted

Lightning Single 2

Master Bounty Hunter: The Master Bounty Hunter can track down and eliminate almost any opponent.

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Bounty Mission Difficulty	+1
Tracking Droids	+4
Tracking Droid Effectiveness	+10
Droid Precision	+10
Droid Speed	+10
Droid Tracking Speed	+10
Ranged Defense	+7
Pistol Accuracy	+10
Carbine Accuracy	+10

Commands Granted

Fast Blast

Spray Shot

Lightning Cone 2



COMBAT MEDIC

"Take care, sir."

Derived from:

Medic—page 149

Marksman—page 140

Able to dole out life with one hand and death with the other, the Combat Medic is perhaps the most respected unit in any battle. Highly trained in the use of stimpacks, medpacks, and ranged healing devices, a Combat Medic helps keep a fighting squad healthy and capable both in and between battles.

Patching up the wounded is not all that the Combat Medic can do, however; the discipline also requires a high level of ranged weapons skills. Extensive training up through the Specialist levels in pistols, carbines, rifles, and ranged weapon support has taught the Combat Medic a few special moves and abilities when it comes to a firefight. Suppression fire, dive shot, roll shot, and full auto single are a sample of the lethal talents of the Combat Medic.

But perhaps the most insidious and deadly ability in the Combat Medic's repertoire is the concoction and use of poisons. These slow yet persistent agents can be administered from afar, and require advanced medicines to counteract. A few well-placed ampoules can be devastating to an opposing force.

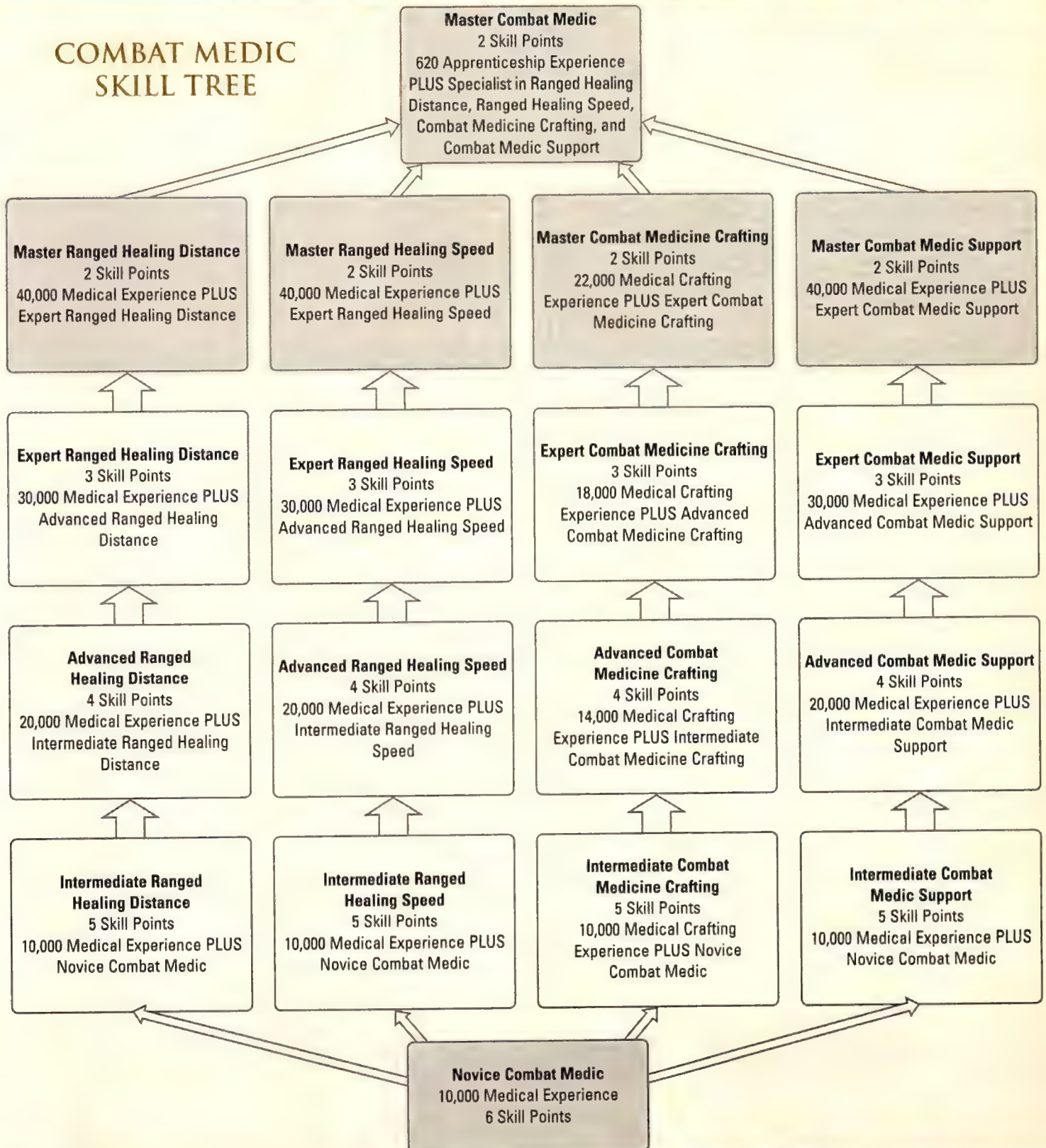
The life of the Combat Medic is not easy: it means complete mastery of two full prerequisite professions, the responsibility for the health and readiness of squadmates, facing down the focused targeting that such specialized units receive in battle. It's a difficult path, but one worthy of respect.

—Starbork



THE HYBRID PROFESSIONS

COMBAT MEDIC SKILL TREE



COMBAT MEDIC
HYBRID PROFESSION

Novice Combat Medic: Combat Medics are invaluable to any fighting unit. Not only can they heal injured combatants in the field, they can hold their own in a firefight. They continue to gain improved crafting skills, and bonuses to healing large amounts of damage.

Cost: 10,000 Medical Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Healing Range	+5
Ranged Injury Treatment Speed	+5
Combat Medicine Assembly	+20
Combat Medicine Experimentation	+20
Combat Medicine Use	+5
Combat Medic Effectiveness	+5

Commands Granted

Apply Poison	Mind Poison
Health Poison	Delivery Unit A
Delivery Unit A	Ranged Stimpack A
Action Poison	
Delivery Unit A	

Intermediate Ranged Healing Distance: Teaches the Combat Medic improved accuracy for ranged damage healing.

Cost: 10,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Healing Range	+15
Combat Medic Effectiveness	+15

Commands Granted

None

Advanced Ranged Healing Distance: Teaches the Combat Medic improved accuracy for ranged damage healing.

Cost: 20,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Healing Range	+15
Combat Medic Effectiveness	+15

Commands Granted

Apply Disease

Expert Ranged Healing Distance: Teaches the Combat Medic improved accuracy for ranged damage healing.

Cost: 30,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Healing Range	+15
Combat Medic Effectiveness	+15

Commands Granted

None

Master Ranged Healing Distance: Teaches the Combat Medic improved accuracy for ranged damage healing.

Cost: 40,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Healing Range	+25
Combat Medic Effectiveness	+15

Commands Granted

None

THE HYBRID PROFESSIONS

Intermediate Ranged Healing Speed: Improves the Combat Medic's speed at healing targets at a range.

Cost: 10,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Ranged Injury Treatment Speed	+15

Commands Granted

None

Advanced Ranged Healing Speed: Improves the Combat Medic's speed at healing targets at a range.

Cost: 20,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Ranged Injury Treatment Speed	+15

Commands Granted

None

Expert Ranged Healing Speed: Improves the Combat Medic's speed at healing targets at a range.

Cost: 30,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Ranged Injury Treatment Speed	+15

Commands Granted

None

Master Ranged Healing Speed: Improves the Combat Medic's speed at healing targets at a range.

Cost: 40,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Ranged Injury Treatment Speed	+25

Commands Granted

None

Intermediate Combat Medicine Crafting: Conveys the knowledge to craft improved ranged healing medicines.

Cost: 10,000 Medicine Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentations	+20

Commands Granted

Action Disease Delivery Unit A
 Constitution Disease Delivery Unit A
 Focus Disease Delivery Unit A
 Health Disease Delivery Unit A
 Mind Disease Delivery Unit A
 Quickness Disease Delivery Unit A
 Stamina Disease Delivery Unit A
 Strength Disease Delivery Unit A
 Willpower Disease Delivery Unit A
 Health Area Poison Delivery Unit A
 Action Area Poison Delivery Unit A
 Mind Area Poison Delivery Unit A
 Ranged Stimpack B

Advanced Combat Medicine Crafting: Conveys the knowledge to craft improved ranged healing medicines.

Cost: 14,000 Medicine Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentations	+20

Commands Granted

Action Area Disease Delivery Unit A
 Constitution Area Disease Delivery Unit A
 Focus Area Disease Delivery Unit A
 Health Area Disease Delivery Unit A
 Mind Area Disease Delivery Unit A
 Quickness Area Disease Delivery Unit A
 Stamina Area Disease Delivery Unit A
 Strength Area Disease Delivery Unit A
 Willpower Area Disease Delivery Unit A
 Health Poison Delivery Unit B
 Action Poison Delivery Unit B
 Mind Poison Delivery Unit B
 Ranged Stimpack C
 Area Stimpack A

Expert Combat Medicine Crafting: Conveys the knowledge to craft improved ranged healing medicines.

Cost: 18,000 Medicine Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentations	+20

Commands Granted

Action Disease Delivery Unit B
 Constitution Disease Delivery Unit B
 Focus Disease Delivery Unit B
 Health Disease Delivery Unit B
 Mind Disease Delivery Unit B
 Quickness Disease Delivery Unit B
 Stamina Disease Delivery Unit B
 Strength Disease Delivery Unit B
 Willpower Disease Delivery Unit B
 Health Area Poison Delivery Unit B
 Action Area Poison Delivery Unit B
 Mind Area Poison Delivery Unit B
 Ranged Stimpack D
 Area Stimpack B

Master Combat Medicine Crafting: Conveys the knowledge to craft improved ranged healing medicines.

Cost: 22,000 Medicine Crafting Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentations	+20

Commands Granted

Action Area Disease Delivery Unit B
 Constitution Area Disease Delivery Unit B
 Focus Area Disease Delivery Unit B
 Health Area Disease Delivery Unit B
 Mind Area Disease Delivery Unit B
 Quickness Area Disease Delivery Unit B
 Stamina Area Disease Delivery Unit B
 Strength Area Disease Delivery Unit B
 Willpower Area Disease Delivery Unit B
 Health Poison Delivery Unit C
 Action Poison Delivery Unit C
 Mind Poison Delivery Unit C
 Ranged Stimpack E
 Area Stimpack C

THE HYBRID PROFESSIONS

Intermediate Combat Medic Support: Aids the Combat Medic at getting to injured comrades faster.

Cost: 10,000 Medical Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Use	+15

Commands Granted

None

Advanced Combat Medic Support: Aids the Combat Medic at getting to injured comrades faster.

Cost: 20,000 Medical Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Use	+15

Commands Granted

None

Expert Combat Medic Support: Aids the Combat Medic at getting to injured comrades faster.

Cost: 30,000 Medical Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Use	+15

Commands Granted

None

Master Combat Medic Support: Aids the Combat Medic at getting to injured comrades faster.

Cost: 40,000 Medical Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Combat Medicine Use	+25

Commands Granted

None

Master Combat Medic: The Master Combat Medic can heal the most injured characters from several meters away. They are one of the most invaluable combat support professions.

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Healing Range	+25
Ranged Injury Treatment Speed	+25
Terrain Negotiations	+10
Combat Medicine Use	+25
Combat Medic Effectiveness	+25

Commands Granted

Action Area Disease Delivery Unit C
 Constitution Area Disease Delivery Unit C
 Focus Area Disease Delivery Unit C
 Health Area Disease Delivery Unit C
 Mind Area Disease Delivery Unit C
 Quickness Area Disease Delivery Unit C
 Stamina Area Disease Delivery Unit C
 Strength Area Disease Delivery Unit C
 Willpower Area Disease Delivery Unit C
 Action Disease Delivery Unit C
 Constitution Disease Delivery Unit C
 Focus Disease Delivery Unit C
 Health Disease Delivery Unit C
 Mind Disease Delivery Unit C
 Quickness Disease Delivery Unit C
 Stamina Disease Delivery Unit C
 Strength Disease Delivery Unit C
 Willpower Disease Delivery Unit C
 Health Area Poison Delivery Unit C
 Action Area Poison Delivery Unit C
 Mind Area Poison Delivery Unit C

COMMANDO

"Throw me another charge."

Derived from:

Brawler—page 123

Marksman—page 140

Small arms are deadly in the right hands, but confrontations have a way of escalating. When the big guns start coming out, the Commando steps forward to up the ante of the battle.

The Commando focuses on heavy weapons and demolitions. The larger weapons on the battlefield are always more deadly when in the hands of a Commando.

Trained in the expert use of demolitions, Commandos can make explosives out of raw materials. They also experiment with various effects of the weapons, shaping charges or adding fragmentation sleeves to the device. No one throws grenades more accurately than the Commando. When allowed to operate the heavy weapons of the battlefield, the Commando takes on a more deadly air. Whether behind the tripod of an E-Web repeating blaster or controlling an anti-infantry turret, the Commando can control entire areas of a battlefield alone. In the wild, the Commando is an excellent shot—being a Master Marksman—and a vicious hand-to-hand combatant—being a Master Brawler as well.

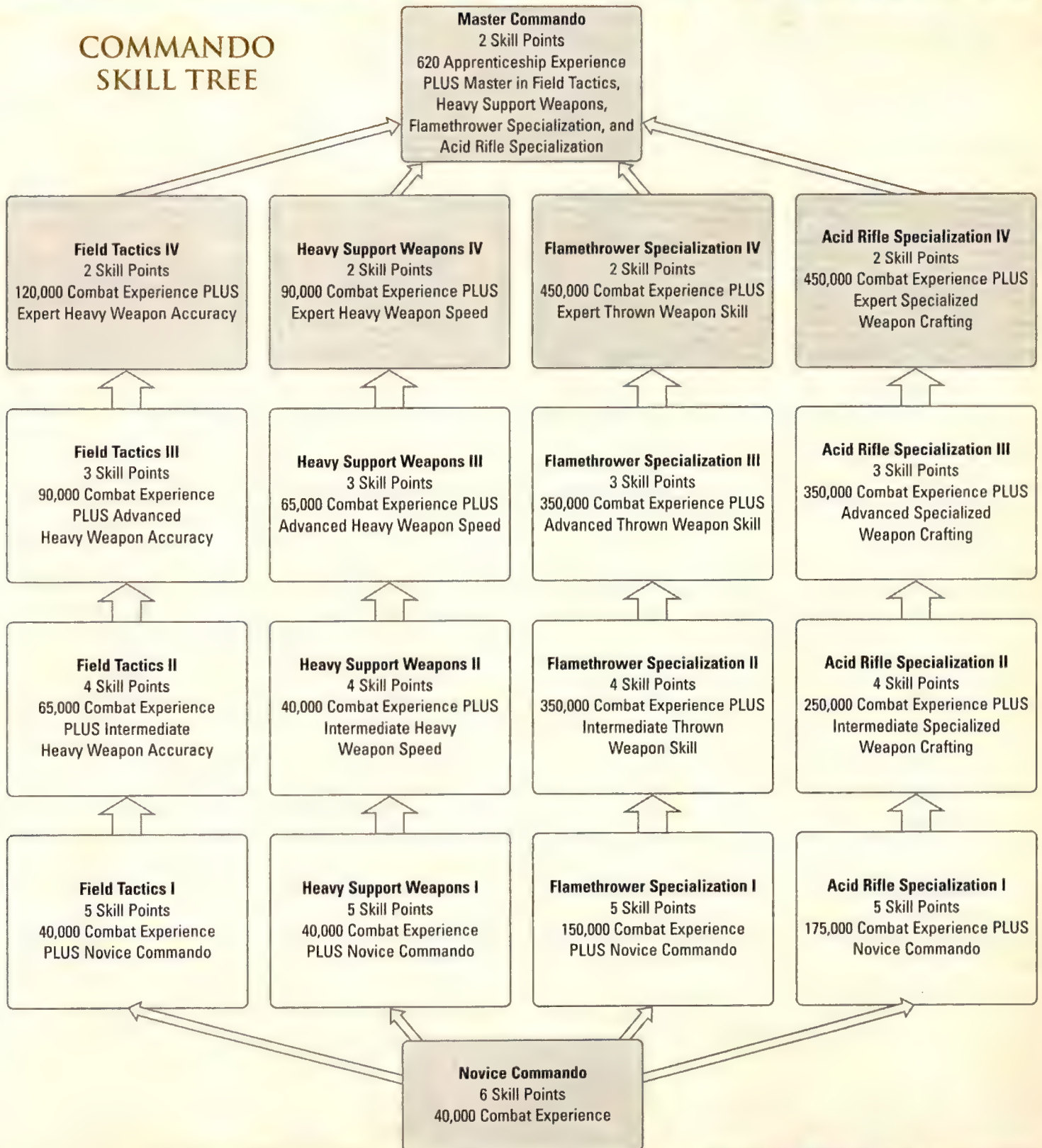
Mastering both the Marksman and Brawler professions may sound difficult, but the reward is being able to use some of the most deadly weaponry available. When there is a question about firepower, the Commando is the one to answer it.

—Jeff Sanders



THE HYBRID PROFESSIONS

COMMANDO SKILL TREE



COMMANDO
HYBRID PROFESSION

Novice Commando: Commandos learn how to use and create a unique set of weapons—explosives. Commandos continue to excel at combat, but also specialize in the skills required to take down large armored vehicles. This skill begins that education.

Cost: 40,000 Combat Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Flamethrower Accuracy	+10
Heavy Acid Rifle Accuracy	+10
Thrown Weapon Accuracy	+15

Commands Granted

Fragmentation Grenade Certification	Flame Thrower Certification
Launcher Pistol Certification	Rocket Launcher Certification
Heavy Acid Rifle Certification	Enhanced Explosive Charge Composition

Field Tactics I: Field Tactics I demonstrates to the Commando how to use terrain and cover to their best advantage.

Cost: 40,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10

Commands Granted

Cryoban Grenade Certification

Field Tactics II: Field Tactics II allows the Commando to view each situation in a light that reveals how to exploit all available advantages to their benefit, regardless of how slight the advantage would be.

Cost: 65,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Thrown Weapon Speed	+10
Defense vs. Knockdown	+5

Commands Granted

Glop Grenade Certification

Field Tactics III: Brings the Commandos to the point where their minds can become as dangerous as their blasters.

Cost: 90,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10
Ranged Defense	+5

Commands Granted

Imperial Detonator Certification

Field Tactics IV: Demonstrates to the Commando how a sharp knowledge of the psychology of an opponent is just as valuable in combat as understanding their anatomy and physiology. A cornered Field Tactic Commando should never be underestimated, and should be avoided at all costs unless they are incapacitated or otherwise distracted.

Cost: 120,000 Combat Experience

2 Skill Points

THE HYBRID PROFESSIONS

SKILL MODS

MOD	VALUE
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10
Melee Defense	+5

Commands Granted

Thermal Detonator Certification

Heavy Support Weapons I: Instructs the Commando on the basics of heavy weapons.

Cost: 40,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Heavy Rocket Launcher Accuracy	+20
Heavy Rocket Launcher Speed	+20
Heavy Particle Beam Speed	+10

Commands Granted

Heavy Particle Beam Cannon Certification

Heavy Support Weapons II: Allows the Commando to get a real grasp of how to use heavy weapons in defensive and offensive tactical situations.

Cost: 40,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Heavy Rocket Launcher Accuracy	+20
Heavy Rocket Launcher Speed	+20
Heavy Particle Beam Accuracy	+20
Heavy Particle Beam Speed	+20
Heavy Acid Beam Speed	+10
Heavy Acid Beam Accuracy	+10

Commands Granted

Heavy Acid Beam Certification

Heavy Support Weapons III: Lets the Commando understand how to use heavy weapons in tight situations without causing extensive collateral damage.

Cost: 65,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Heavy Lightning Beam Speed	+10
Heavy Lightning Beam Accuracy	+10
Heavy Rocket Launcher Accuracy	+20
Heavy Rocket Launcher Speed	+20
Heavy Particle Beam Speed	+20
Heavy Particle Beam Accuracy	+20
Heavy Acid Beam Speed	+20
Heavy Acid Beam Accuracy	+20

Commands Granted

Lightning Beam Canon Certification

Heavy Support Weapons IV: Brings the Commando to a true understanding of how to use heavy weapons in a support role as well as an offensive role. A Commando with this level of training could easily fight their way out of a number of situations that would kill a lesser person.

Cost: 90,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Heavy Lightning Beam Speed	+30
Heavy Lightning Beam Accuracy	+30
Heavy Particle Beam Accuracy	+20
Heavy Particle Beam Speed	+20
Heavy Acid Beam Speed	+20
Heavy Acid Beam Accuracy	+20

Commands Granted

None

Flamethrower Specialization I: Instructs the Commando on how to use a Flamethrower effectively, without injuring themselves or their allies.

Cost: 150,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Flamethrower Accuracy	+15
Flamethrower Speed	+10

Commands Granted

Flame Single 1

Flamethrower Specialization II: Continues to show the Commando how to devastate opponents using a Flamethrower.

Cost: 250,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Flamethrower Accuracy	+15
Flamethrower Speed	+10

Commands Granted

Flame Cone 1

Flamethrower Specialization III: Shows the Commando Advanced techniques in using Flamethrowers in combat.

Cost: 350,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Flamethrower Accuracy	+25
Flamethrower Speed	+15

Commands Granted

None

Flamethrower Specialization IV: Brings the Commando to a point where they can use a Flamethrower expertly and with impunity. A Commando using a Flamethrower at this level of expertise is a force to be reckoned with on the battlefield, and should be avoided at all costs.

Cost: 450,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Flamethrower Accuracy	+15
Flamethrower Speed	+10

Commands Granted

Flame Single 2

Acid Rifle Specialization I: Instructs the Commando on beginner tactics at safely using a very dangerous weapon, the Acid Rifle.

Cost: 175,000 Combat Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Heavy Acid Rifle Accuracy	+15
Heavy Acid Rifle Speed	+10

Commands Granted

Acid Single 1

Acid Rifle Specialization II: Further shows the Commando the best ways to use an Acid Rifle to their best tactical advantage in combat.

Cost: 250,000 Combat Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Heavy Acid Rifle Accuracy	+15
Heavy Acid Rifle Speed	+10

Commands Granted

Acid Cone 1

Enhanced Explosive Charge Shaping

Enhanced Effect Fragmentation Sleeve

THE HYBRID PROFESSIONS

Acid Rifle Specialization III: Rounds out the Commandoes safety and tactical lessons on the Acid Rifle by allowing them to see the true destructive potential of an Acid Rifle when the safety features are disabled.

Cost: 350,000 Combat Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Heavy Acid Rifle Accuracy	+25
Heavy Acid Rifle Speed	+15

Commands Granted

None

Acid Rifle Specialization IV: Brings the Commando to the point where they can use an Acid Rifle accurately and destructively in a wide number of combat situations. A Commando at this level of expertise can easily dissolve a number of critical points on an enemy's defensive gear to cause as much damage as possible in as short of a time as possible.

Cost: 450,000 Combat Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Heavy Acid Rifle Accuracy	+15
Heavy Acid Rifle Speed	+10

Commands Granted

Acid Single 2

Enhanced Destructive Pulse Channeling

Master Commando: The Master Commando learns the last skills needed to complete her specialization in the creation and use of explosive weapons.

Cost: 620 Apprenticeship Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Heavy Rocket Launcher Accuracy	+10
Thrown Weapon Accuracy	+10

Commands Granted

Proton Grenade
Certification

Acid Cone 2
Flame Cone 2

SMUGGLER

"I use them for smuggling. I never thought I'd be smuggling myself in them...."

Derived from:

Artisan—page 113

Brawler—page 123

Marksman—page 140

So you want to be a Smuggler, eh? Well, let me give you some advice. Keep a low profile. Get familiar with the underworld. Spend lots of time in cantinas. And stay sharp with your blaster.

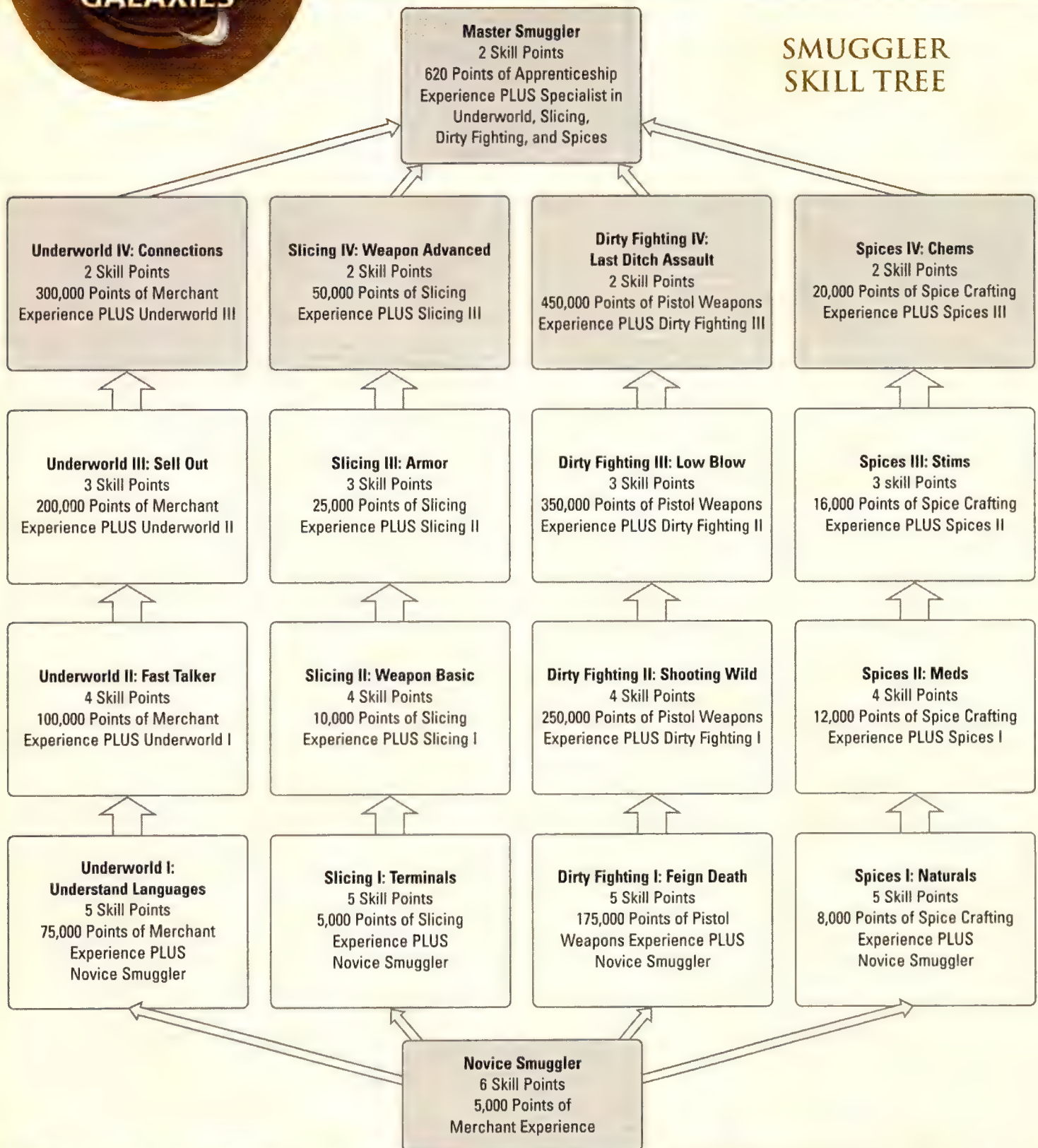
This is a mighty big Empire—with some pretty strict laws—a perfect place of opportunity for those of us willing to bend a law here and break a law there. Popular as they are, some things are outlawed by the Empire. How can an economy run if the demand isn't met? And custom officials can cut into profits of legal items. So there needs to be an avenue that those seeking certain items or wanting a certain profit margin can take. We're that avenue. More like an alley really—a dark one.

You'll meet a lot of characters in this life. Some of them you won't like, some won't like you either, but a good Smuggler knows that doing good business is more important than being liked—or being safe. Oh, on safety, don't hold back when defending yourself. If anyone ever calls you a dirty fighter, it'll probably be from the floor, where you put him. Don't be afraid to slice into systems to get a job done. Your employers won't care if you can't do the job legally. Actually, they are expecting you not to.

So that's about it. Remember that even though some Imperials are dirty, they are still Imperials. And don't ever cheat a Hutt.

—Jeff Sanders

SMUGGLER SKILL TREE



SMUGGLER

HYBRID PROFESSION

THE HYBRID PROFESSIONS

Novice Smuggler: A smuggler is a rogue-like character who profits from shady deals behind the backs of the authorities. Transporting everything from illegal weapons to refugees through Imperial blockades, the smuggler becomes a master of subterfuge and manipulation. A novice smuggler can slice simple locking devices (such as containers) and can acquire several questionable spices.

Cost: 5,000 Merchant Experience

6 Skill Points

SKILL MODS

MOD	VALUE
Spice Assembly	+20
Spice Experimentation	+20

Commands Granted

Slicing—Containers	Shadowpaw
Grey Gabaki	Precision Laser-Knife
Scramjet	

Underworld I: Understand Languages—A Smuggler deals with aliens every day, and negotiating the finer points of a contract requires the ability to understand the languages of the parties involved. Through a combination of intuition, experience, and technology, Smugglers can understand most languages in the galaxy.

Cost: 10,000 Merchant Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Language Comprehension	+100

Commands Granted

None

Underworld II: Fast Talker—When things get desperate, the best way to get out of trouble isn't with a gun: it's with fast talking. With this skill, a Smuggler loses only half the normal faction penalty for dying in PvP combat. The Smuggler saves face by convincing her friends it was all a misunderstanding. The Smuggler is worth only half the normal faction award.

Cost: 10,000 Merchant Experience

5 Skill Points

Skill Mods: None

Commands Granted

None

Underworld III: Sell Out—A Smuggler is motivated by two things: survival and profit. Sometimes it's necessary to change sides in a conflict to achieve those goals. With the "Sell Out" skill, a Smuggler can trade faction points for cash at any opposing faction recruiter.

Cost: 30,000 Merchant Experience

3 Skill Points

Skill Mods: None

Commands Granted

None

Underworld IV: Connections—A Smuggler's work puts him in a contract with a lot of people in high places. A Smuggler can draw upon these connections to improve his standing with various organization...at a price.

Cost: 40,000 Merchant Experience

2 Skill Points

Skill Mods: None

Commands Granted

None

Slicing I: Terminals—Slicing is the practice of using technology to defeat technology: hacking and cracking. A smuggler will never know when he might need to override a security system or slip past a defense mechanism. A smuggler with the ability to slice public mission terminals can earn a few extra credits by tricking the terminal systems into rewarding him a higher than normal cut. Other terminals may be sliceable as well.

Cost: 5000 Merchant Experience

5 Skill Points

Skill Mods: None

Commands Granted

Slicing—Terminals

Slicing II: Weapon Basic—Basic weapon slicing gives the smuggler the ability to jury rig a weapon with his slicing knowledge. The modified weapon might have a faster refire rate or improved damage output. Weapons sliced in this manner often do not last as long as their stock counterparts.

Cost: 10,000 Slicing Experience

4 Skill Points

Skill Mods: None

Commands Granted

Slicing—Weapons (Basic) Flow Analyzer Node

Slicing III: Armor—Armor slicing allows the smuggler to make careful improvements to a piece of armor's statistics. The armor may be lightened, reducing the encumbrance penalty, or the damage absorbance may be improved.

Cost: 25,000 Slicing Experience

3 Skill Points

Skill Mods: None

Commands Granted

Slicing—Armor

Slicing IV: Weapon Advanced—Advanced weapon slicing doubles the quality of improvements the smuggler can make to a weapon.

Cost: 50,000 Slicing Experience

2 Skill Points

Skill Mods: None

Commands Granted

Slicing—Weapons

Molecular Clamp

Dirty Fighting I: Feign Death—There is not much honor in it, but sometimes the best way to stay alive is to play dead. More than one Smuggler has made a successful run because she acted like her ship was scrap or a grazing shot was fatal. It's the oldest trick in the book.

Cost: 175,000 Pistol Weapons Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Feign Death	+45

Commands Granted

Feign Death

Dirty Fighting II: Shooting Wild—It isn't fun to get shot at and Smugglers know this more than anyone. You don't have to hit your target to make them duck long enough for you to get away. The **/wildshot** command lets you delay your enemy's next action while you plan yours.

Cost: 250,000 Pistol Weapons Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Feign Death	+5

Commands Granted

Panic Shot

Dirty Fighting III: Low Blow—When you're in a life-or-death situation, honor has to take a back seat to survival. Shooting for the knees or the groin might not be honorable, but it gives you the chance to get out of harm's way. Using the **/lowblow** command, you can knock your opponent down for a while.

Cost: 350,000 Pistol Weapons Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Feign Death	+10

Commands Granted

Low Blow

Dirty Fighting IV: Last Ditch Assault—Nothing is more dangerous than a cornered Smuggler with a trusted blaster. A Smuggler is a gambler at heart and would rather take a chance with a wild attack than lie down and die. The **/lastditch** command lets you take several well-aimed and powerful shots, but leaves you open for a counterattack. Make those shots count.

Cost: 450,000 Pistol Weapons Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Feign Death	+10

Commands Granted Last Ditch

THE HYBRID PROFESSIONS

Spices I: Naturals—Spices are controlled substances that alter the body's chemistry. Some are used for recreational purposes, others can be used to enhance physical strength. Coming off of spice's effects can be rough on the body. While spice is not illegal, the Empire tightly controls the sale. Smugglers are often hired by third parties to move large shipments of spice through Imperial blockades.

Cost: 8,000 Spice Crafting Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Spice Assembly	+20
Spice Experimentation	+20

Commands Granted

Yarroch Sweetblossom
Giggledust

Spices II: Meds—Some medical and industrial chemicals can be used as physical enhancements...occasionally with dangerous side effects. These materials are closely controlled by the Empire. Smugglers have found it profitable to make these chemicals more widely available.

Cost: 12,000 Spice Crafting Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Spice Assembly	+20
Spice Experimentation	+20

Commands Granted

Zypolene Droid Lubricant Sedative H4b
Pyrepenol

Spices III: Stims—Some medical and industrial chemicals can be used as physical enhancements...occasionally with dangerous side effects. These materials are closely controlled by the Empire. Smugglers have found it profitable to make these chemicals more widely available.

Cost: 16,000 Spice Crafting Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Spice Assembly	+20
Spice Experimentation	+20

Commands Granted

Crash n' Burn Thruster Head
Gunjack

Spices IV: Chems—Some forms of spice have radical and powerful effects on humanoid physiology. These tightly controlled substances are often experimental forms of military or medical research. Smugglers able to get their hands on shipments of high quality "Chems" can find buyers among the rich and powerful.

Cost: 20,000 Crafting Spice Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Spice Assembly	+20
Spice Experimentation	+20

Commands Granted

Booster Blue Neutron Pixie
Muon Gold

Master Smuggler: The master smuggler has contacts throughout the galaxy. He is known by reputation to be a gambler, but always works with a certain charm. At this skill level, the smuggler's slicing attempts on armor and weapons can yield improved results.

Cost: 50,000 Merchant Experience

2 Skill Points

Skill Mods: None

Commands Granted

None



SQUAD LEADER

"You're a great help to us. You're a natural leader...."

Derived from:

Marksman—page 140

Scout—page 158

The Squad Leader can turn a motley crew of amateurs into a serious fighting force. Through his inspiration and leadership, his entire group can fight as one, enabling them to take on stronger opponents than usual. Be it on the battlefield or in the wasteland frontiers, a group always functions better with a Squad Leader running it.

There are natural born leaders, and there are those who have had to work hard to earn the respect of their troops. Both can be exceptional leaders who take command during a firefight and turn the tide of battle. The abilities and bonuses of the Squad Leader profession are selfless ones. They help everyone in the group rather than an individual.

A Squad Leader's ability to communicate with squad members and knowledge of how to traverse terrain quickly makes entire units move faster and strike with more coordination. Her knowledge of fire patterns and decisive action make the group's aim more accurate; experienced Squad Leaders may even direct a group's fire at a specific target with a single command.

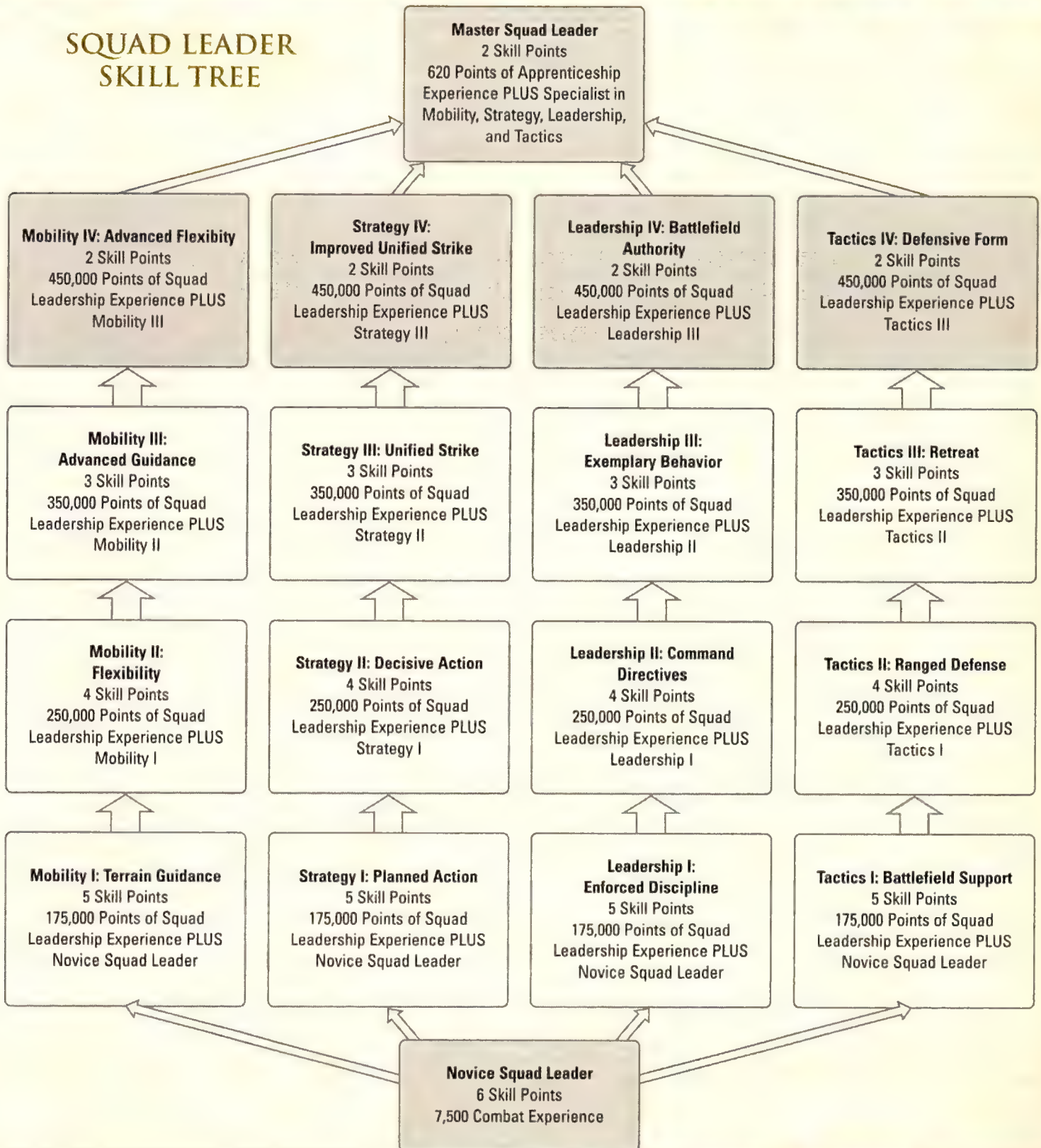
The leadership and discipline a group gains when working with a Squad Leader is apparent in their increased morale—bolstering their collective wills to continue fighting even in the most dire circumstances. Should morale fail, a Squad Leader can lead an organized retreat and avoid the losses a rout might cause.

There are no individual bonuses for the Squad Leader. Already a formidable warrior being both a Master Marksman and Master Scout, the Squad Leader chooses to pass down knowledge to the fighters in the unit, making the whole greater than the sum of the collective parts.

—Jeff Sanders

THE HYBRID PROFESSIONS

SQUAD LEADER SKILL TREE



SQUAD LEADER
HYBRID PROFESSION

Novice Squad Leader: The Squad Leader learns to manage groups of individuals in combat: boosting morale, directing special unified attacks against enemies, and easing leader-to-group communication. The Squad Leader's abilities are powerful, but take effect only if the Squad Leader is in charge of the group. By using the **/sysgroup** command, the Squad Leader can send a system message to their group-mates.

Cost: 7,500 Combat Experience

6 Skill Points

Skill Mods: None

Commands Granted

System Message to Group

Mobility I: Terrain Guidance—A group led by a Squad Leader trained in "Terrain Guidance" skill moves more efficiently up slopes and across rough terrain.

Cost: 175,000 Squad Leadership Experience

5 Skill Points

SKILL MODS

MOD	VALUE
Group Terrain Negotiation	+25

Commands Granted

None

Mobility II: Flexibility—Members of a group led by a Squad Leader trained in "Flexibility" skill use fewer pool point when using the **/burstrun** command.

Cost: 250,000 Squad Leadership Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Group Burst Run Efficiency	+25

Commands Granted

None

Mobility III: Advanced Guidance—A group led by a Squad Leader trained in "Advanced Guidance" skill moves more efficiently up slopes and across rough terrain.

Cost: 350,000 Squad Leadership Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Group Terrain Negotiations	+25

Commands Granted

None

Mobility IV: Advanced Flexibility—Members of a group led by a Squad Leader trained in "Flexibility" skill use fewer pool point when using the **/burstrun** command.

Cost: 450,000 Squad Leadership Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Group Burst Run Efficiency	+25

Commands Granted

None

Strategy I: Planned Action—At this skill level, the Squad Leader learns the steady aim command, which increases the team's ability to hit its target.

Cost: 175,000 Squad Leadership Experience

5 Skill Points

Skill Mods: None

Commands Granted

Steady Aim

THE HYBRID PROFESSIONS

Strategy II: Decisive Action—At this skill level, the Squad Leader gains a bonus to the steady aim command.

Cost: 250,000 Squad Leadership Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Steady Aim Bonus	+10

Commands Granted

None

Strategy III: Unified Strike—At this skill level, the Squad Leader gains the volley fire command.

Cost: 350,000 Squad Leadership Experience

3 Skill Points

Skill Mods: None

Commands Granted

Volley Fire

Strategy IV: Improved Unified Strike—At this skill level, the Squad Leader gains a bonus to their volley fire command.

Cost: 450,000 Squad Leadership Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Volley Shot Bonus	+10

Commands Granted

None

Leadership I: Enforced Discipline—This skill level grants the **/formup** command. This has the effect of reminding the squad of their situation, clearing them of dizzy and stunned effect.

Cost: 175,000 Squad Leadership Experience

5 Skill Points

Skill Mods: None

Commands Granted

Form Up

Leadership II: Command Directives—At this skill level, the Squad Leader earns a group bonus for defense against melee attacks.

Cost: 250,000 Squad Leadership Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Group Melee Defense	+10

Commands Granted

None

Leadership III: Exemplary Behavior—At this skill level, the Squad Leader earns an increased group bonus for defense against melee attacks.

Cost: 350,000 Squad Leadership Experience

3 Skill Points

SKILL MODS

MOD	VALUE
Group Melee Defense	+15

Commands Granted

None

Leadership IV: Battlefield Authority—At this skill level, the Squad Leader gains the **/boostmorale** command. When used, the command averages the total wounds in the group across all group members. This can be used to extend the amount of time the group can fight before needing to return for healing.

Cost: 450,000 Squad Leadership Experience

2 Skill Points

Skill Mods: None

Commands Granted

Boost Morale

Tactics I: Battlefield Support—At this skill level, the Squad Leader earns the **/rally** command which will bolster the team against enemy attacks.

Cost: 175,000 Squad Leadership Experience

5 Skill Points

Skill Mods: None

Commands Granted

Rally

Tactics II: Ranged Defense—At this skill level, the Squad Leader earns a group bonus for defense against ranged attacks.

Cost: 250,000 Squad Leadership Experience

4 Skill Points

SKILL MODS

MOD	VALUE
Group Ranged Defense	+10

Commands Granted

None

Tactics III: Retreat—At this skill level, the Squad Leader earns the **/retreat** command. This command grants the entire group Burst Run, but will drastically reduce the Squad Leader's Health and Action pools.

Cost: 350,000 Squad Leadership Experience

3 Skill Points

Skill Mods: None

Commands Granted

Retreat

Tactics IV: Defensive Form—At this skill level, the Squad Leader earns an improved group bonus for defense against ranged attacks.

Cost: 450,000 Squad Leadership Experience

2 Skill Points

SKILL MODS

MOD	VALUE
Group Ranged Defense	+15

Commands Granted

None

Master Squad Leader: The Master Squad Leader can command other fighter's attention and respect. She can move a team quickly and direct a strike efficiently. A team with a Master Squad Leader at its head strikes fast and hard.

Cost: 620 Apprenticeship Experience

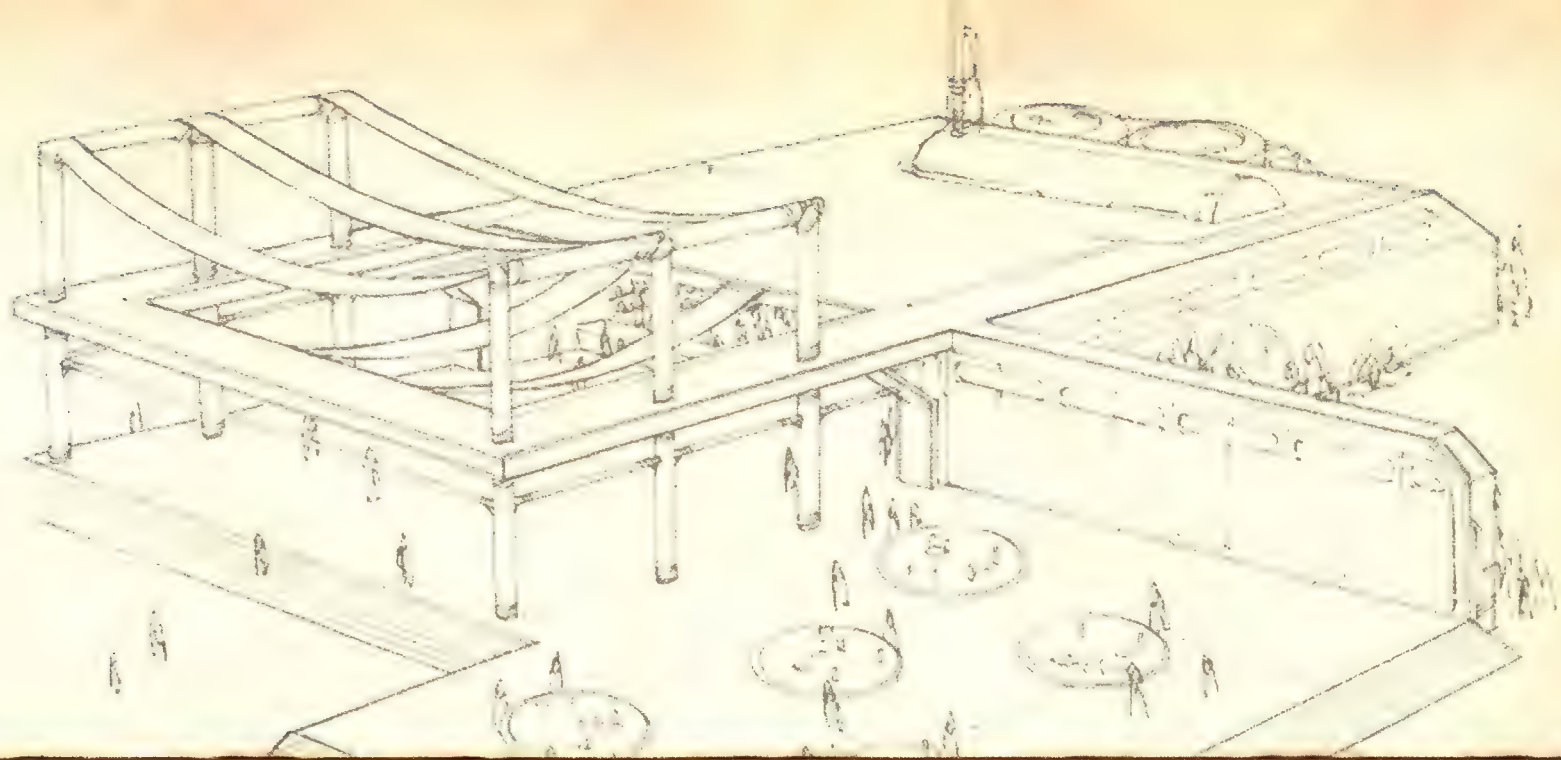
2 Skill Points

SKILL MODS

MOD	VALUE
Group Melee Defense	+5
Group Ranged Defense	+5
Group Burst Run Efficiency	+10
Group Terrain Negotiation	+10

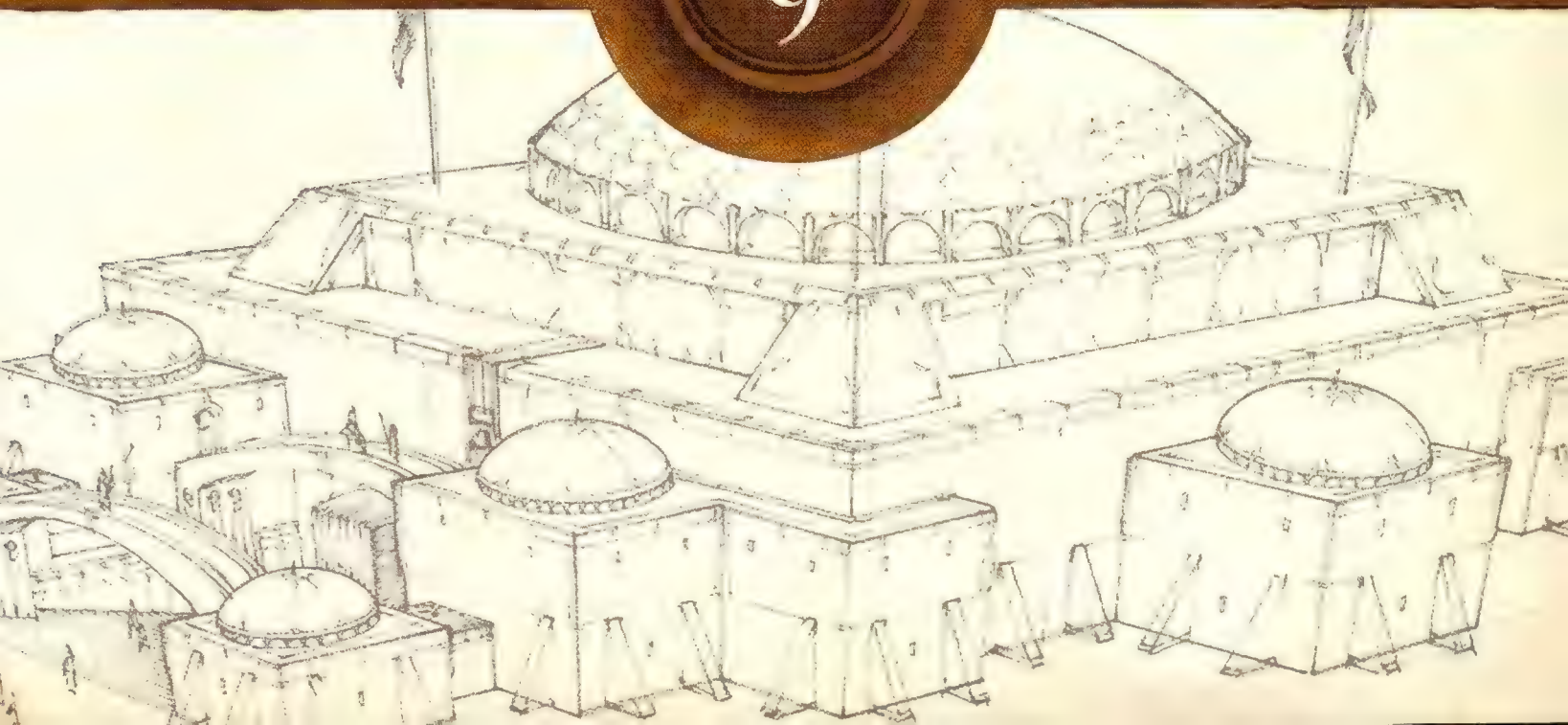
Commands Granted

None



PLANETS

CHAPTER 9



THE KNOWN GALAXY

Star Wars Galaxies has 10 planets that you can visit—provided that you can build up the credits necessary for such a grand tour. Some are large, bustling balls of rock and dirt filled with cities and people. Others are desolate and barren moons with only raw materials and an outpost or two to attract the tourists.

When you first create a character you choose from only five planets: Tatooine, Naboo, Corellia, Rori, and Talus. Later, as you build up skills and money, you can visit Yavin 4, Lok, Endor, Dathomir, and Dantooine.

TIP

Yavin 4, Lok, Endor, Dathomir, and Dantooine are all rough areas. The creatures are more deadly and the outposts are hardly bigger than a large camp. However, there are a lot of resources on these raw planets. Tough creatures and lots of resources make them adventurous places to be.

While levels of sophistication on each of the 10 planets are different, there are always a few amenities and some useful NPCs. These chapters give you the basic information you need to navigate around the available planets.

TRAVEL

An earlier chapter covered the details of travel. However, you may have to make two or more trips to reach your final destination. For instance, you can't travel directly from Rori to Lok.

This table lists what flights are available from each spaceport:

SPACEPORT SPACE ROUTES

DEPARTING FROM	POSSIBLE DESTINATIONS
Corellia	Talus, Dantooine, Dathomir, Endor, Naboo, Tatooine, Yavin 4
Dantooine	Corellia
Dathomir	Corellia
Endor	Corellia, Naboo
Lok	Naboo, Tatooine
Naboo	Rori, Endor, Lok, Corellia, Tatooine
Rori	Naboo
Talus	Corellia
Tatooine	Corellia, Naboo, Lok
Yavin 4	Corellia



CITY MAPS

This chapter has maps for certain cities on the various planets. Marked on those maps are the locations of the trainers and important buildings.

Many of the planets also have smaller townships and villages. Imperial bases, forts, and small clusters of buildings are ranged about the wilderness, waiting for you to find them.

Each map in this guide has letters denoting the position of the important buildings and numbers denoting the trainers. Match those to the tables under each map to find out what trainer or building is marked.

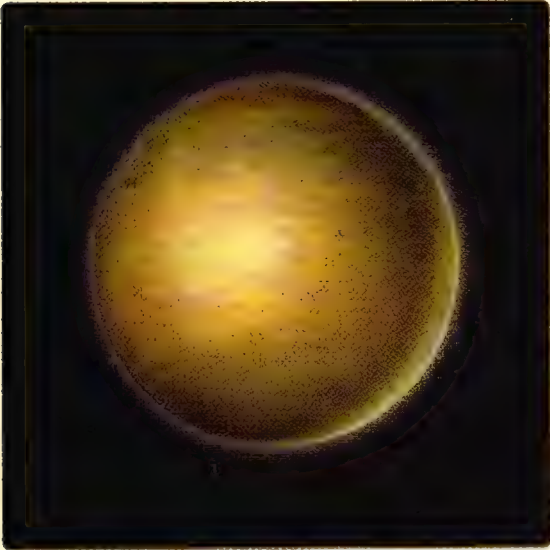
NOTE

Some trainers are inside buildings. If you're looking for a set of coordinates and can't seem to get close enough, duck into the nearest structure and check inside.

For those towns for which we don't have maps, we've listed coordinates for the available trainers and major buildings. You can also access your in-game city map with **Ctrl+M**.



TATOOINE

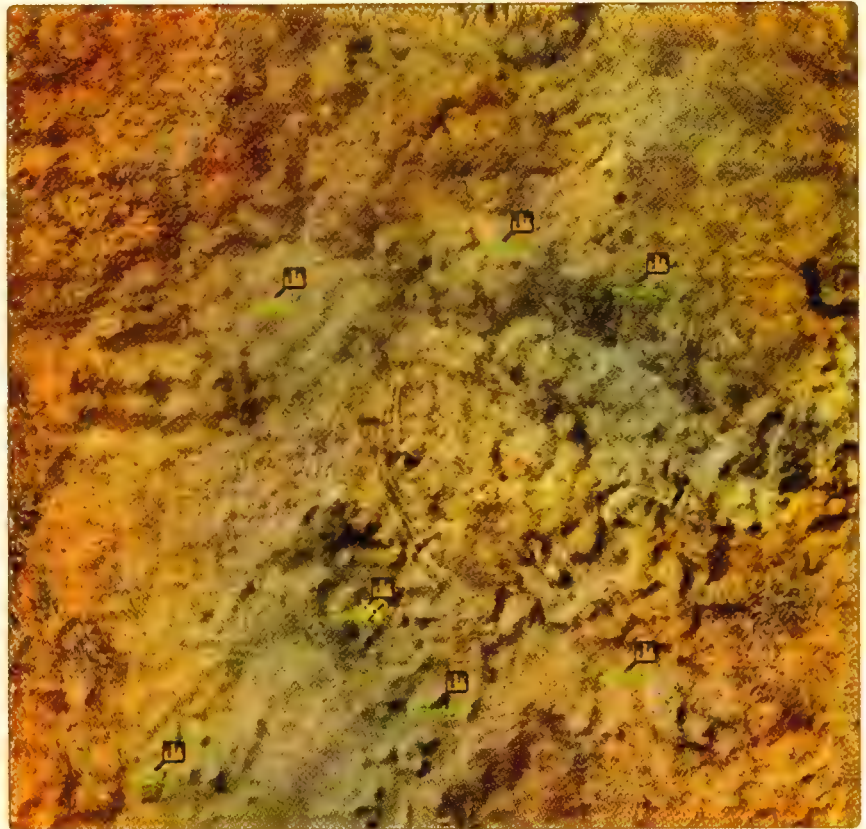


Tatooine—a harsh desert world, Tatooine orbits twin suns in the galaxy's Outer Rim. The planet's terrain includes tall mesas, deep canyons, and the expansive Dune Sea.

Tatooine is far from the center of the galaxy, but it occupies a strategic location at the nexus of several hyperspace routes. As a result, it has become a way station for merchants, explorers, and others traveling the Outer Rim. Tatooine has also been the site of many orbital battles between rival gangsters and smugglers, and its surface is littered with ancient starship wrecks, most of which have long since been scavenged by native Jawas or buried by the fierce sandstorms.

Much of Tatooine is inhospitable wasteland. However, unique wind patterns and atmospheric concentrations have made a small area of the planet livable. Most life-forms and settlements can be found in this "temperate zone."

Tatooine's native species include the diminutive, chattering Jawas and the terrifying Sand



People. A host of dangerous creatures, including the dreaded krayt dragon, also inhabit Tatooine's wastes and pose a threat to any traveler.

Generally considered a lawless world, much of Tatooine is ruled by immoral crime lords, including Jabba the Hutt. Cities like Mos Eisley are criminal havens, attracting smugglers, thieves, and mercenaries from throughout the galaxy. Hardworking settlers are typically confined to moisture farms located throughout the temperate zone. The Empire has taken control of Bestine, converting it into one of the most prominent Imperial outposts in the Outer Rim, and maintains garrisons in many other Tatooine cities. The Rebel Alliance has few full-fledged operatives on Tatooine, but many smugglers and other shady figures are sympathetic to the Rebellion's cause.

STARTING PLANETS: TATOOINE

WAYFAR



WAYFAR TRAINERS

TRAINER TYPE	COORDINATES
Artisan instructor	-5274, -6547
Medic trainer	-5123, -6615
Scout trainer	-5051, -6629
Teräs Käsi instructor	-5054, -6632
Commando trainer	-5038, -6609
Bounty Hunter teacher	-5151, -6588

WAYFAR BUILDINGS

BUILDING	COORDINATES
Medical center	-5106, -6615
Cloning facility	-5072, -6620
Cantina	-5122, -6572

ANCHORHEAD



ANCHORHEAD TRAINER

TRAINER TYPE	COORDINATES
Doctor instructor	131, -5362

ANCHORHEAD BUILDINGS

BUILDING	COORDINATES
Tavern	123, -5364
Cloning facility	70, -5358
Shuttle facility	60, -5329
Cantina	-156, -5311



A photograph of the National Assembly of India, a large domed building with a central dome and two side wings, set against a blue sky. The building is made of light-colored stone or concrete. The central dome is the most prominent feature. There are arched windows and doorways. The building is surrounded by a paved area and some greenery.

STARTING PLANETS: TATOOINE

BESTINE TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	-1255, -3567
2	Architect instructor	-1272, -3515
3	Armor Smith trainer	-1245, -3505
4	Artisan instructor	-1266, -3559
5	Artisan instructor	-1167, -3490
6	Bio-Engineer	-1444, -3749
7	Brawling instructor	-1277, -3539
8	Brawling instructor	-1266, -3596
9	Chef	-1217, -3601
10	Droid Engineer trainer	-1259, -3496
11	Entertainer trainer	-1266, -3626
12	Marksman trainer	-1272, -3538
13	Marksman trainer	-1257, -3603
14	Medic trainer	-1263, -3576
15	Medic trainer	-1312, -3483
16	Merchant trainer	-1257, -3527
17	Scout trainer	-1292, -3560
18	Scout trainer	-1256, -3582
19	Squad Leader trainer	-1019, -3532
20	Tailor	-1352, -3679
21	Weaponsmith	-1259, -3507

BESTINE BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	-1267, -3654
B	Cantina	-1011, -3544
C	Cantina	-1359, -3690
D	Capital	-1110, -3629
E	Cloning facility	-1420, -3779
F	Guild hall	-1198, -3562
G	Guild hall	-1228, -3536
H	Guild hall	-1228, 3567
I	Hotel	-1175, -3645
J	Hospital	-1299, -3502
K	Imperial fort	-1137, -3886
L	PA hall	-1129, -3548
M	Shuttle port	-1317, -3665
N	Spaceport	-1294, -3590



MOS EISELY



STARTING PLANETS: TATOOINE

MOS EISELY TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Armor Smith	3349, -4691
2	Architect instructor	3323, -4705
3	Artisan instructor	3446, -4703
4	Artisan instructor	3503, -4809
5	Bounty Hunter teacher	3358, -4837
6	Brawler	3460, -4658
7	Brawling instructor	3498, -4764
8	Carbine instructor	3534, -4695
9	Dance instructor	3254, -4712
10	Doctor instructor(X2)	3523, -4947
11	Droid Engineer	3333, -4686
12	Entertainer	3243, -4695
13	Entertainer	3478, -4793
14	Han Solo and Chewbacca	3447, -4816
15	Image Design instructor	3364, -4586
16	Marksman	3454, -4668
17	Marksman	3506, -4760
18	Medic	3522, -4774
19	Merchant	3337, -4717
20	Music teacher	3259, -4703
21	Music teacher	3393, -4791
22	One-handed Sword teacher	3528, -4762
23	Pistol instructor	3358, -4837
24	Rifle instructor	3551, -4710
25	Rifle instructor	3426, -4917
26	Scout	3476, -4667
27	Scout	3520, -4787
28	Smuggler	3420, -4880

MOS EISELY BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	3496, -4948
B	Cantina	3383, -4799
C	Cantina	3364, -4586
D	Cloning facility	3259, -4632
E	Cloning facility	3426, -5009
F	Garage	3385, -4974
G	Garage	3538, -4622
H	Guild hall	3354, -4713
I	Guild hall	3430, -4729
J	Guild hall	3480, -4685
K	Medical center	3516, -4769
L	Shuttle port	3415, -4658
M	Star port	3516, -4769
N	Theater	3303, -4763

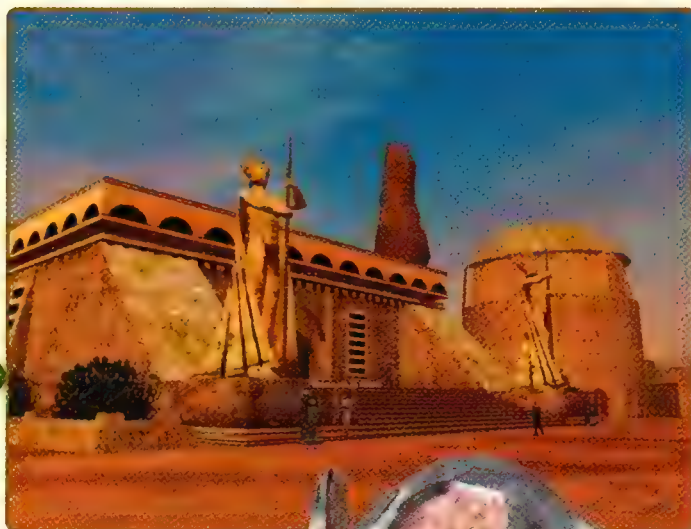
MOS TAIKE BUILDINGS

BUILDING	COORDINATES
Tavern	3789, 2383
Cloning facility	3889, 2352
Garage	3774, 2307

MOS TAIKE TRAINER

TRAINER TYPE	COORDINATES
Doctor	3790, 2396

MOS ENTHA



STARTING PLANETS: TATOOINE

MOS ENTHA TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	1289, 3369
2	Armor Smith	1302, 3394
3	Armor Smith	1247, 3248
4	Artisan instructor	1335, 3487
5	Artisan instructor	1324, 3141
6	Artisan instructor	1273, 3151
7	Artisan instructor	1561, 3077
8	Brawling instructor	1311, 3088
9	Brawling instructor	1387, 3043
10	Brawling instructor	1741, 3117
11	Combat Medic instructor	1339, 3281
12	Commando	1552, 3335
13	Creature Handler	1374, 3262
14	Dance instructor	1481, 3277
15	Doctor instructor	1346, 3296
16	Doctor instructor	1342, 3287
17	Doctor instructor	1370, 3164
18	Droid Engineer	1288, 3391
19	Entertainer	1499, 3269
20	Entertainer	1287, 3162
21	Image Design instructor	1498, 3318
22	Marksman	1321, 3105
23	Marksman	1376, 3044
24	Medic	1338, 3291
25	Medic	1325, 3148
26	Merchant	1306, 3368
27	Mining instructor	1736, 3163
28	Music teacher	1481, 3267
29	Ranger	1240, 3356
30	Scout	1303, 3199
31	Scout	1389, 3026
32	Weapon Smith instructor	1294, 3383
33	Weapon Smith	1394, 3447
34	Weapon Smith	1210, 3199

MOS ENTHA BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	1277, 2973
B	Cantina	1719, 3034
C	Cloning facility	1324, 3457
D	Garage	1477, 3471
E	Garage	1777, 3066
F	Guild hall	1319, 3379
G	Guild hall	1378, 3014
H	Guild hall	1561, 3048
I	Guild hall	1434, 3372
J	Hotel	1535, 3403
K	Medical center	1337, 3312
L	Shuttle port	1738, 3189
M	Shuttle port	1404, 3441
N	Spaceport	1284, 3128
O	Theater	1412, 3292



MOS ESPA



STARTING PLANETS: TATOOINE

MOS ESPA TRAINERS

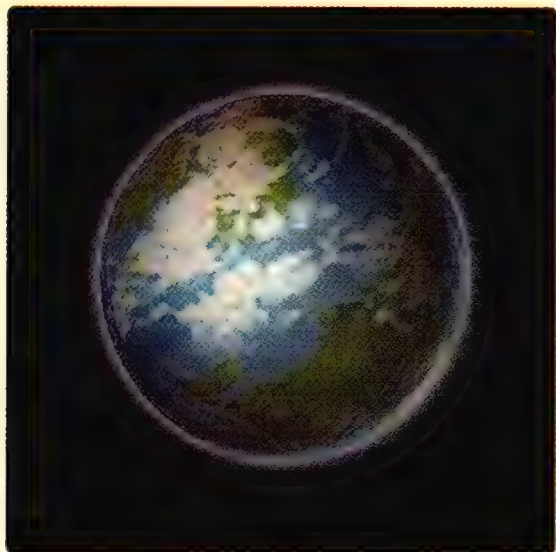
MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	-2872, 2159
2	Architect instructor	-3043, 2051
3	Armor Smith	-3073, 2057
4	Artisan instructor	-2890, 2142
5	Artisan instructor	-2826, 1994
6	Brawling instructor	-2932, 2125
7	Brawling instructor	-3030, 2431
8	Combat Medic instructor	-3142, 2110
9	Creature Handler	-2994, 2530
10	Doctor instructor	-3161, 2122
11	Droid Engineer	-3064, 2044
12	Entertainer	-2889, 2178
13	Marksman	-2931, 2122
14	Marksman	-3025, 2421
15	Medic	-2930, 2116
16	Medic	-3157, 2123
17	Merchant	-3049, 2069
18	Music teacher	-2882, 2171
19	Music teacher	-2979, 2059
20	One-handed Sword	-2963, 2022
21	One-handed Sword	-3139, 2099
22	Pole Arm teacher	-2931, 2386
23	Scout	-2908, 2116
24	Scout	-3012, 2435
25	Teräs Käsi	-2812, 1973
26	Two-handed Sword	-2971, 2032
27	Weapon Smith	-2869, 2146
28	Weapon Smith	-3057, 2052

MOS ESPA BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	-2991, 2331
B	Cantina	-2991, 2124
C	Cloning facility	-3090, 2271
D	Garage	-2956, 2526
E	Garage	2730, 2264
F	Garage	-2861, 1940
G	Guild hall	-2857, 1987
H	Guild hall	-3062, 2077
I	Guild hall	-2997, 2426
J	Hotel	-3076, 2184
K	Medical center	-3138, 2086
L	Shuttle port	-2811, 2176
M	Shuttle port	-3119, 2184
N	Shuttle port	-2905, 1910
O	Spaceport	-2896, 2121
P	Watto's Junk shop	-2908, 2434



NABOO



Located in the Chommell sector, Naboo is a fairly idyllic world covered by dense swamps, rolling plains, and verdant hills. The planet has two sentient species: peaceful humans who call themselves the Naboo; and the more aggressive, warlike Gungans. The Naboo populate many striking cities, including Theed and Moenia, while the Gungans reside deep in the planet's foreboding swamps. Naboo's pleasant climate and numerous terrain types have also given rise to dozens of native animal species, from the towering, reptilian fambaa to the deadly tusk cat.

Human colonists from the planet Grizmalit discovered Naboo nearly four thousand years before the Battle of Yavin. Within weeks of their arrival, the settlers encountered the Gungans. Although immediately distrustful of one another, neither species attacked the other, and the humans were allowed to establish their first settlements without incident. Over the next several decades, the settlers

slowly spread across the planet's largest landmass, building cities and villages to support their growing numbers. The human colonists kept to the grassy plains and ocean coastlines, only occasionally treading into Gungan territory. Despite this, tension between the humans and the Gungans remained strong. The friction between the Gungans and the Naboo was based largely on cultural differences, but armed clashes were extremely rare.

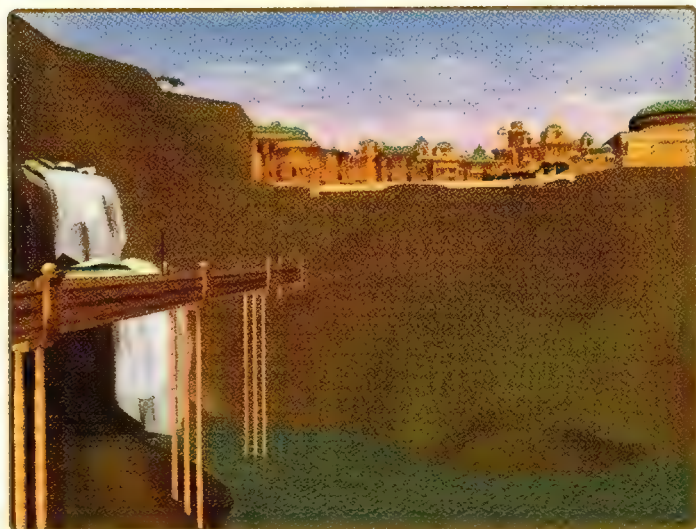
Eventually, the Naboo and the Gungans joined forces to repel a Trade Federation invasion. The conflict, now known as the Battle of Naboo, marked a new era of the cooperation between the two cultures. Unfortunately, after the Emperor rose to power, he made a special effort to quickly bring Naboo under his control. When the Imperial forces arrived on the planet, allegedly to "protect" Naboo's resources, the Gungan population migrated deeper into the swamps, yet again isolating themselves from the rest of Naboo.

STARTING PLANETS: NABOO

Although Naboo is home to numerous Imperials and even hosts one of the Emperor's strongholds, the Naboo themselves have managed to preserve much of their culture. They remain a largely democratic society ruled by an elected monarch. Naboo gain the right to vote after passing aptitude tests that determine intellectual maturity, and political leaders are often far younger than their peers on other worlds. The Naboo are still an extremely peaceful people, focusing all of their energies into art, science, and education. They maintain a small security force to protect their cities from rabble-rousers and criminals, but they have no standing army. Although it's been rumored that the current monarch, Queen Kylantha, is extremely loyal to the Emperor, she has yet to dissolve the Naboo Royal Advisory Council or impose any significant changes in the Naboo's democratic structure. According to some sources, Rebel cells also flourish in some areas of Naboo, including Theed and the swamplands.

CITIES

DEE'JA PEAK



DEE'JA PEAK TRAINERS

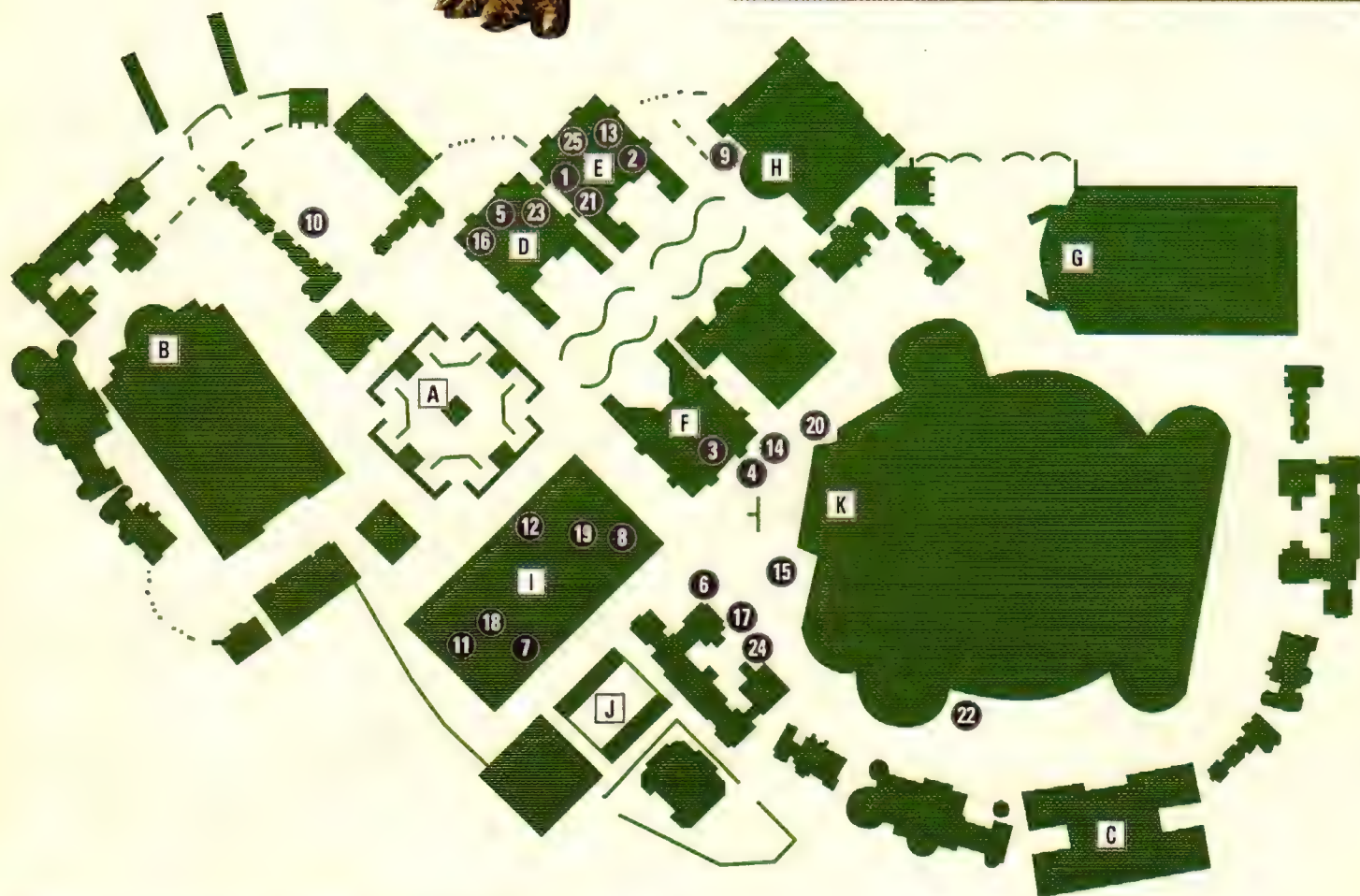
TRAINER TYPE	COORDINATES
Architect instructor	4719, -1257
Armorsmith	4770, 1274
Artisan instructor	4715, -1393
Dance instructor	4873, 1455
Droid Engineer	4741, 1258
Entertainer	4856, 1445
Image Design instructor	4856, 1494
Marksman	4980, -1425
Merchant	4718, 1275
Music Teacher	4874, 1444
Weaponsmith	4733, 1261

DEE'JA PEAK BUILDINGS

BUILDING	COORDINATES
Capitol	4707, -1380
Guild hall	4941, 1469
Guild hall	4730, 1290
Hotel	5135, 1459
Shuttle port	5369, -1609
Theater	4968, -1503
University	4732, -1313



KAADARA



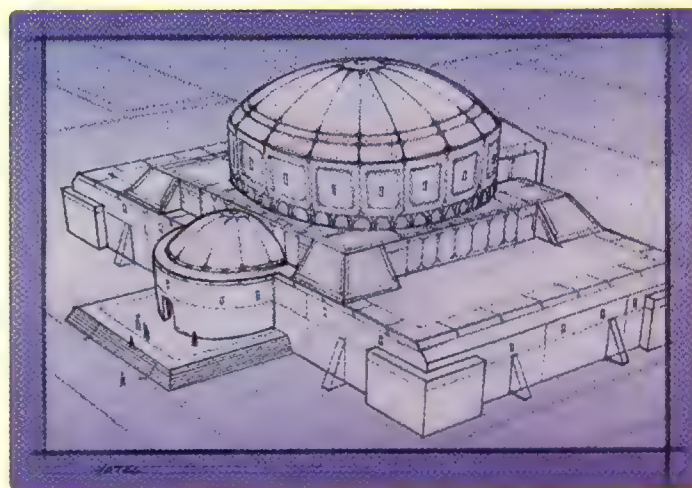
STARTING PLANETS: NABOO

KAADARA TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	5112, 6807
2	Armorsmith	5139, 6813
3	Artisan instructor	5177, 6692
4	Artisan instructor	5182, 6686
5	Brawling instructor	5099, 6792
6	Brawling instructor	5174, 6640
7	Combat Medic instructor	5120, 6645
8	Combat Medic instructor	5080, 6655
9	Creature Handler	5181, 6806
10	Doctor instructor	5021, 6787
11	Doctor instructor	5115, 6660
12	Doctor instructor	5084, 6626
13	Droid Engineer	5128, 6822
14	Droid Engineer	5191, 6695
15	Entertainer	5206, 6662
16	Marksman	5090, 6785
17	Marksman	5182, 6632
18	Medic	5113, 6651
19	Medic	5095, 6624
20	Medic	5211, 6694
21	Merchant	5122, 6794
22	Ranger instructor	5279, 6591
23	Scout	5110, 5781
24	Scout	5193, 6615
25	Weaponsmith	5124, 6813

KAADARA BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	5072, 6714
B	Cantina	4956, 6753
C	Cloning facility	5328, 6572
D	Guild hall	5113, 6762
E	Guild hall	5142, 6791
F	Guild hall	5154, 6715
G	Guild hall	5310, 6766
H	Hotel	5188, 6790
I	Medical center	5128, 6635
J	Shuttle port	5127, 6613
K	Spaceport	5216, 6677





KEREN



STARTING PLANETS: NABOO

KEREN TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	1776, 2578
2	Architect instructor	1533, 2744
3	Armorsmith	1890, 2767
4	Armorsmith	1801, 2565
5	Artisan instructor	2005, 2483
6	Artisan instructor	1751, 2613
7	Artisan instructor	1524, 2782
8	Bounty Hunter	2083, 2575
9	Brawling instructor	1890, 2725
10	Brawling instructor	1823, 2625
11	Brawling instructor	1537, 2757
12	Carbine instructor	1262, 2678
13	Chef instructor	1840, 2672
14	Combat Medic instructor	1962, 2637
15	Combat Medic instructor	1960, 2592
16	Combat Medic instructor	1927, 2730
17	Dance instructor	1668, 2486
18	Dance instructor	1632, 2575
19	Doctor instructor	1950, 2645
20	Doctor instructor	1948, 2600
21	Droid Engineer	1966, 2419
22	Droid Engineer	1798, 2578
23	Droid Engineer	1627, 2439
24	Entertainer	1773, 2742
25	Entertainer	1727, 2479
26	Entertainer	1660, 2465
27	Entertainer	1520, 2744
28	Entertainer	1246, 2723
29	Image Design instructor	1707, 2465
30	Image Design instructor	1253, 2711
31	Marksman	1992, 2515
32	Marksman	1823, 2614
33	Marksman	1538, 2751

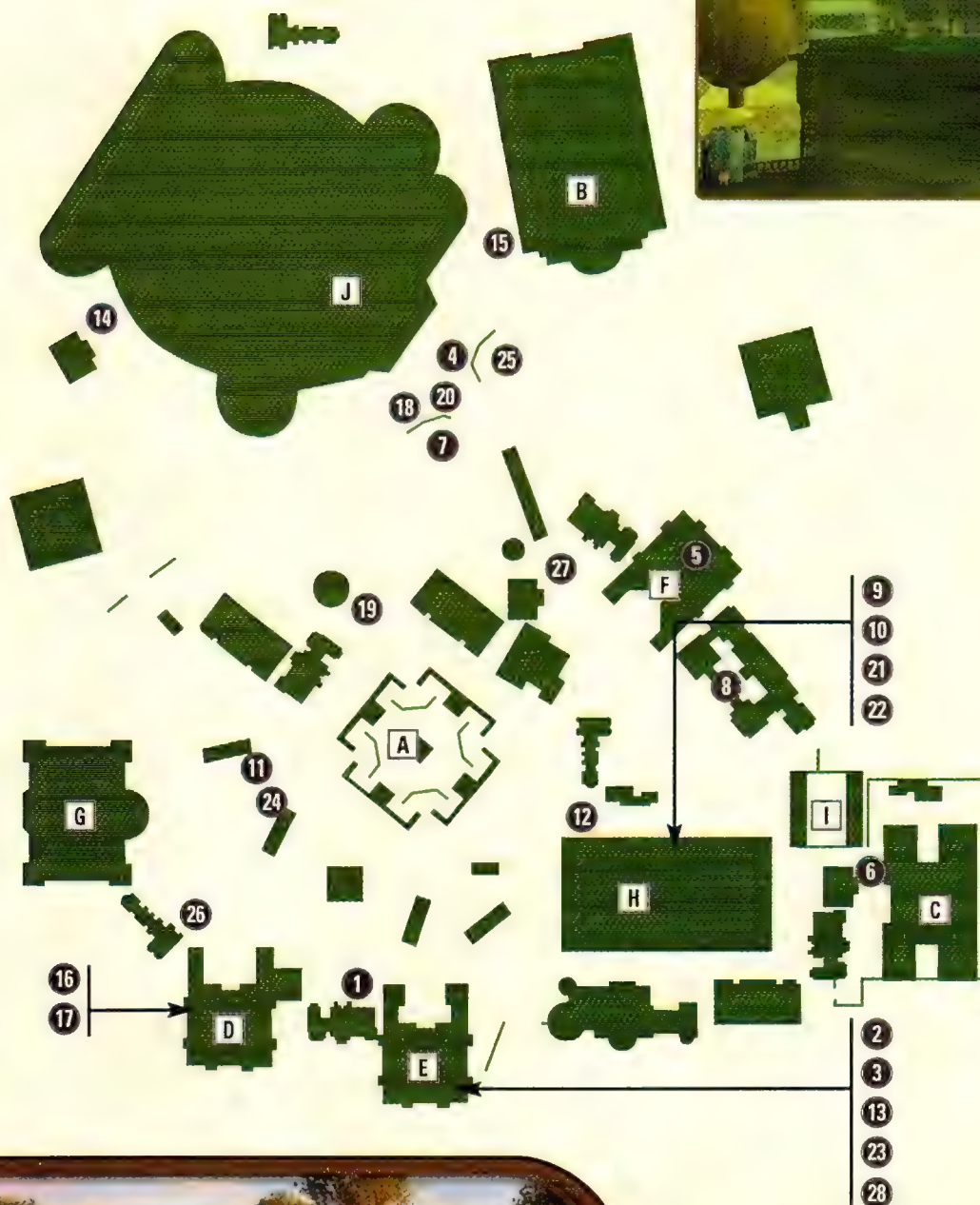
KEREN TRAINERS (CONT.)

MAP LOCATION	TRAINER TYPE	COORDINATES
34	Medic	1982, 2598
35	Medic	1952, 2636
36	Medic	1956, 2605
37	Medic	1784, 2714
38	Medic	1541, 2789
39	Merchant	1774, 2560
40	Music Teacher	1659, 2484
41	Pistol Specialist	1258, 2688
42	Rifleman Specialist	1274, 2687
43	Scout	1845, 2705
44	Scout	1839, 2625
45	Scout	1512, 2760
46	Weaponsmith	1905, 2767
47	Weaponsmith	1788, 2573

KEREN BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	1785, 2606
B	Cantina	2102, 2574
C	Cloning facility	1949, 2739
D	Guild hall	1854, 2614
E	Guild hall	1787, 2546
F	Guild hall	1686, 2553
G	Guild hall	1718, 2614
H	Hotel	1786, 2703
I	Medical center	1974, 2636
J	Shuttle port	2028, 2526
K	Shuttle port	1566, 2844
L	Spaceport	1431, 2770

MOENIA



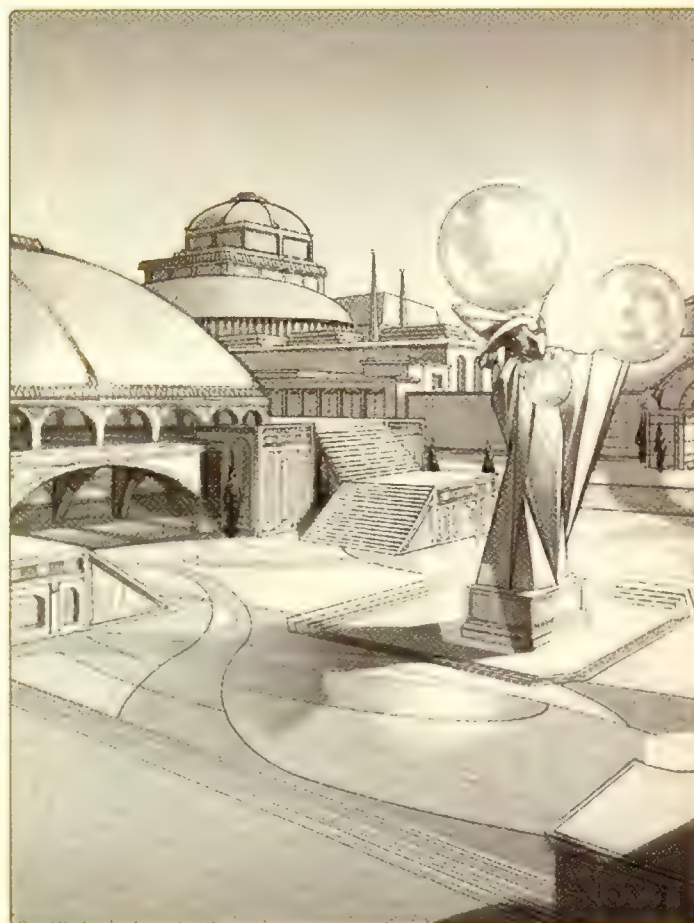
STARTING PLANETS: NABOO

MOENIA TRAINERS

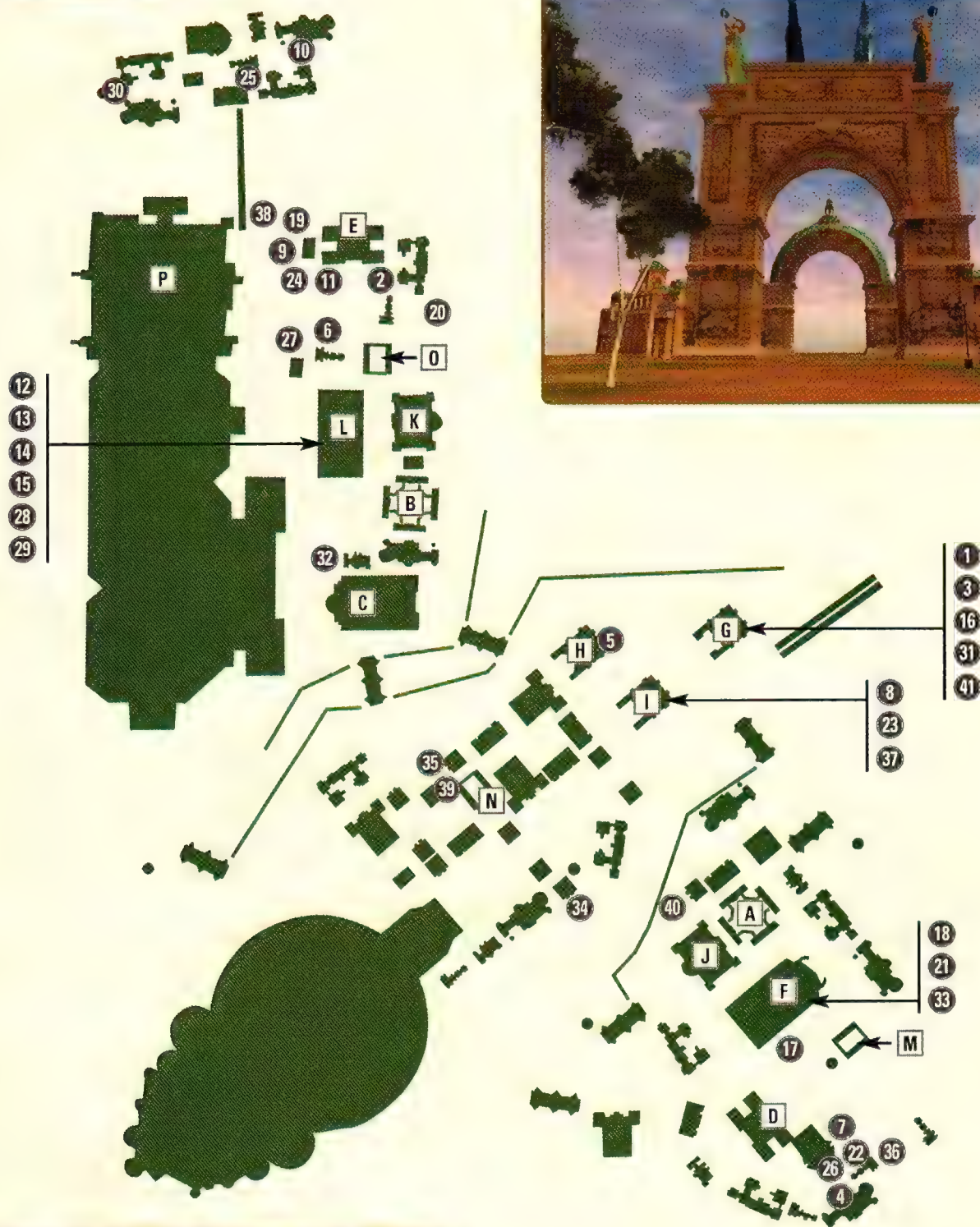
MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	4779, -4970
2	Architect instructor	4816, -5013
3	Armorsmith	4792, -5000
4	Artisan instructor	4821, -4704
5	Artisan instructor	4926, -4779
6	Brawler	4999, -4926
7	Brawler	4800, -4734
8	Chef instructor	4942, -4837
9	Combat Medic	4900, -4919
10	Combat Medic	4945, -4921
11	Dance instructor	4730, -4872
12	Doctor instructor	4887, -4899
13	Droid Engineer	4794, -5013
14	Droid Engineer	4654, -4692
15	Entertainer	4846, -4658
16	Marksman	4721, -4997
17	Marksman	4722, -4997
18	Marksman	4794, -4730
19	Medic	4772, -4814
20	Medic	4808, -4724
21	Medic	4901, -4930
22	Medic	4932, -4923
23	Merchant	4817, -4996
24	Music teacher	4740, -4886
25	Scout	4839, -4702
26	Squad Leader	4701, -4939
27	Tailoring instructor	4858, -4799
28	Weaponsmith	4802, -5009

MOENIA BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	4809, -4871
B	Cantina	4875, -4671
C	Cloning facility	5005, -4930
D	Guild hall	4721, -4963
E	Guild hall	4805, -4979
F	Guild hall	4905, -4803
G	Hotel	4686, -4893
H	Medical center	4901, -4904
I	Shuttle port	4976, -4892
J	Spaceport	4796, -4696



THEED



STARTING PLANETS: NABOO

THEED TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect	-5440, 3983
2	Architect	-4931, 4020
3	Armorsmith	-5465, 3996
4	Artisan	-5993, 4286
5	Artisan	-5369, 4108
6	Artisan	-4946, 4131
7	Brawler	-5942, 4253
8	Brawler	-5467, 4089
9	Brawler	-4858, 4087
10	Brawler	-4684, 3947
11	Chef	-4877, 4066
12	Combat Medic	-4991, 4148
13	Combat Medic	-5025, 4181
14	Doctor	-5005, 4145
15	Doctor	-5038, 4175
16	Droid Engineer	-5463, 3983
17	Entertainer	-5834, 4241
18	Entertainer	-5765, 4254
19	Entertainer	-4840, 4082
20	Bio-Engineer	-5016, 4009
21	Image Designer	-5814, 4254
22	Marksman	-5982, 4254
23	Marksman	-5456, 4088
24	Marksman	-4864, 4080
25	Marksman	-4674, 3995
26	Medic	-5968, 4277
27	Medic	-4934, 4153
28	Medic	-5004, 4157
29	Medic	-5031, 4172
30	Medic	-4592, 4125
31	Merchant	-5439, 4000
32	Merchant	-5129, 4255
33	Musician	-5764, 4236

THEED TRAINERS (CONT.)

MAP LOCATION	TRAINER TYPE	COORDINATES
34	One-handed Weapon	-5565, 4304
35	Polearm	-5376, 4,311
36	Scout	-5982, 4227
37	Scout	-5468, 4106
38	Scout	-4796, 4103
39	Two-handed Weapon	-5382, 4327
40	Unarmed Combat	-5649, 4206
41	Weaponsmith	-5454, 3987

THEED BUILDINGS

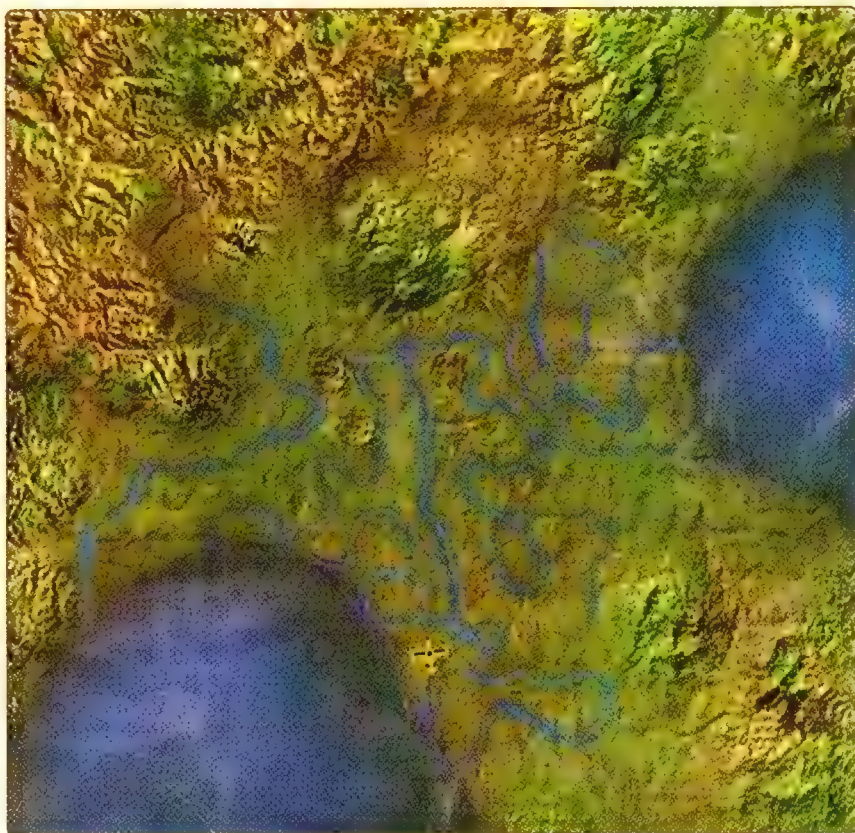
MAP LOCATION	BUILDING	COORDINATES
A	Bank	-5705, 4163
B	Bank	-5136, 4164
C	Cantina	-5154, 4293
D	Cloning facility	-5884, 4321
E	Cloning facility	-4890, 4042
F	Guild hall	-5792, 4167
G	Guild hall	-5452, 4014
H	Guild hall	-5369, 4140
I	Guild hall	-5456, 4120
J	Hotel	-5708, 4261
K	Hotel	-5082, 4079
L	Medical center	-4990, 4168
M	Shuttle port	-5862, 4171
N	Shuttle port	-5410, 4316
O	Shuttle port	-5000, 4080
P	Spaceport	-4848, 4172

CORELLIA



Corellia is the central planet of the Corellian system, which is well-known for its starship manufacturing facilities and steady supply of talented pilots. A temperate and habitable world, Corellia is marked by rolling hills, thick forests, lush fields, golden beaches, and large seas. Because most of Corellia's manufacturing facilities are located in orbit around the planet, the world itself remains rural and underdeveloped. Urban blight is nearly non-existent, and most Corellians live in small towns or farming communities. The planet does support a handful of cities, including Coronet and Tyrena.

Corellia is populated by all three of the system's sentient species: Humans, Selonians, and Drall. As Corellia has limited settlements, wildlife has also flourished on the planet.

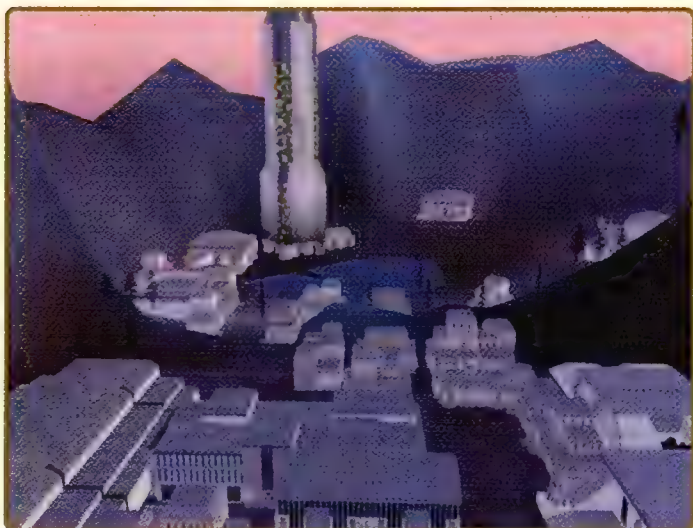


As a member of the Core Worlds, Corellia is often considered part of the Empire, but the planet was also the site of the signing of the Corellian Treaty, which officially formed the Alliance to Restore the Republic (more commonly known as the Rebel Alliance). In truth, since the Corellian Treaty, the planet has remained fairly neutral in the Galactic Civil War. Corellia does have a noticeable Imperial presence, but the Empire has not yet Imperialized any of Corellia's corporations, taken control of Corellian cities, or imposed martial law. Rumors have also emerged that Princess Leia Organa has established a hidden "command and control" center for Rebel operations on Corellia and seeks the services of sympathizers to aid the Rebellion.

STARTING PLANETS: CORELLIA

CITIES

BELA VISTAL



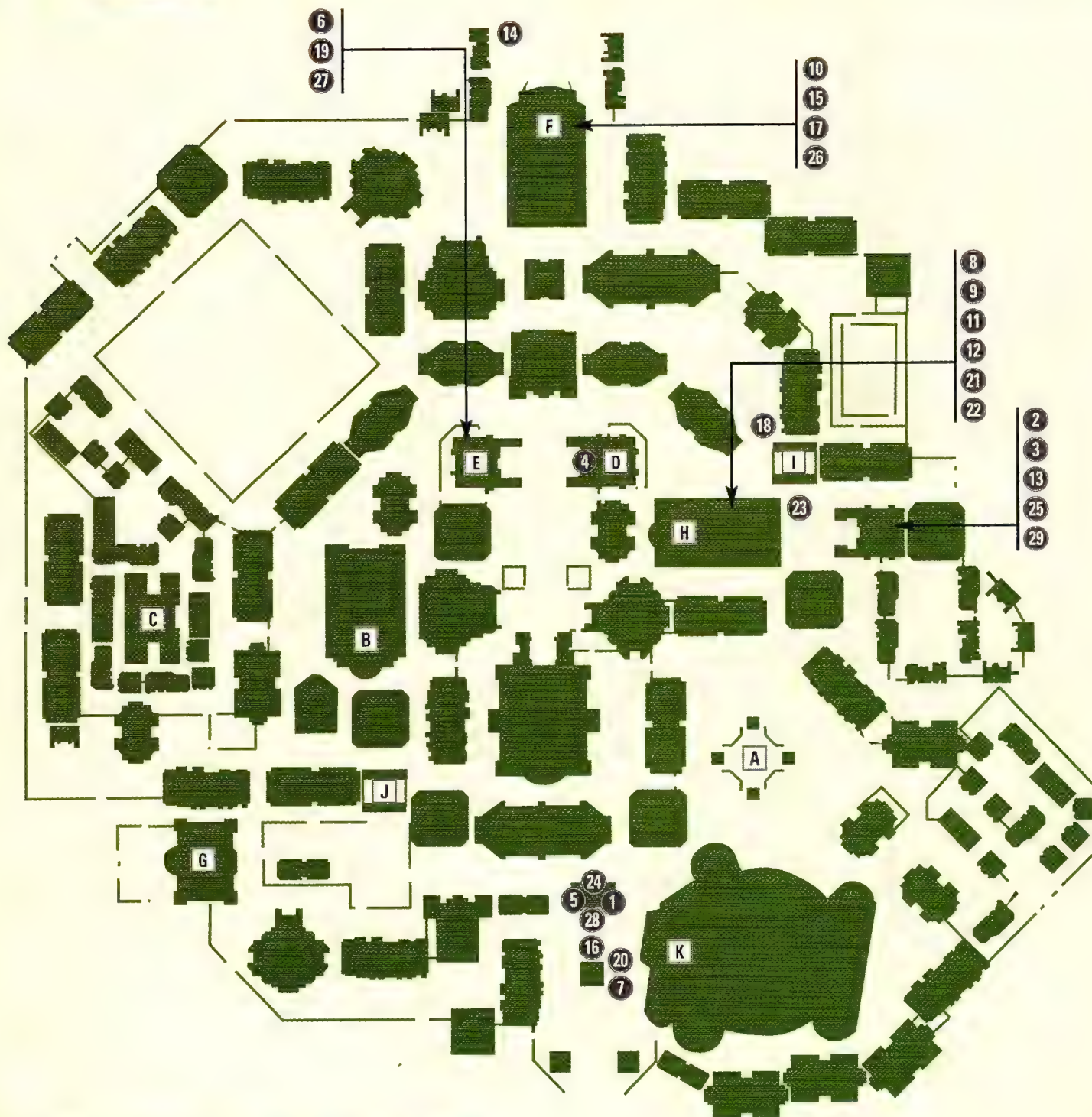
BELA VISTAL TRAINERS

TRAINER TYPE	COORDINATES
Architect instructor	6851, -5409
Armorsmith trainer	6872, -5429
Artisan instructor	6756, -5655
Artisan instructor	6707, -5510
Brawling instructor	6884, -5794
Brawling instructor	6742, -5716
Droid Engineer trainer	6872, -5416
Entertainer trainer	6829, -5428
Marksman trainer	6770, -5714
Marksman trainer	6885, -5783
Merchant trainer	6845, -5428
Scout trainer	6724, -568
Scout trainer	6866, -5795
Weaponsmith trainer	6862, -5416

BELA VISTAL PEAK BUILDINGS

BUILDING	COORDINATES
Cantina	6735, -5807
Cloning facility	6863, -5719
Guild hall	6853, -5783
Guild hall	6706, -5540
Guild hall	6854, -5438
Hotel	6909, -5581
Medical center	6713, -5920
Shuttle port	6648, -5921
Shuttle port	6946, -5554

CORONET



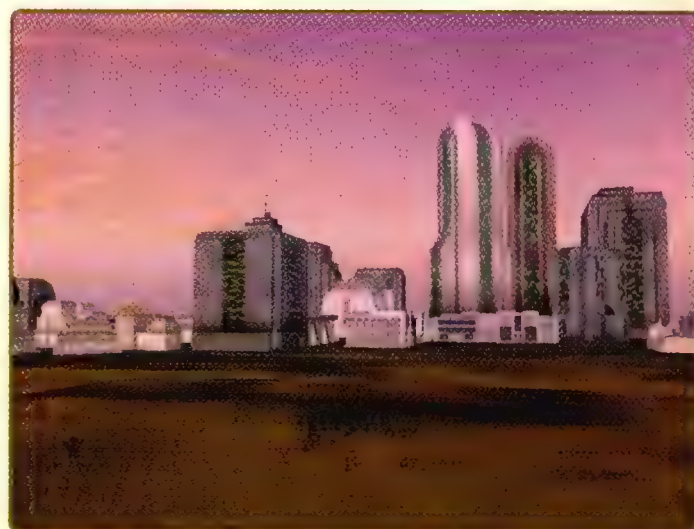
STARTING PLANETS: CORELLIA

CORONET TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	-161, -4698
2	Architect instructor	54, -4428
3	Armorsmith trainer	38, -4455
4	Artisan instructor	-145, -4389
5	Artisan instructor	-187, -4700
6	Brawling instructor	-272, -4378
7	Brawling instructor	-164, -4754
8	Combat Medic instructor	-118, -4446
9	Combat Medic instructor	-71, -4450
10	Dance instructor	-227, -4203
11	Doctor instructor	-109, -4434
12	Doctor instructor	-64, -4435
13	Droid Engineer trainer	55, -4451
14	Entertainer trainer	-220, -4105
15	Entertainer trainer	-236, -4222
16	Entertainer trainer	-173, -4741
17	Image Design instructor	-187, -4222
18	Marksman trainer	-35, -4372
19	Marksman trainer	-273, -4390
20	Marksman trainer	-165, -4746
21	Medic trainer	-71, -4439
22	Medic trainer	-104, -4444
23	Medic trainer	-33, -4422
24	Medic trainer	-172, -4691
25	Merchant trainer	35, -4428
26	Music teacher	-237, -4203
27	Scout trainer	-256, -4378
28	Scout trainer	-168, -4711
29	Weaponsmith trainer	47, -4442

CORONET BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	-60, -4599
B	Cantina	-346, -4542
C	Cloning facility	-480, -4499
D	Guild hall	-177, -4390
E	Guild hall	-240, -4389
F	Guild hall	-206, -4131
G	Hotel	-492, -4672
H	Medical center	-107, -4417
I	Shuttle port	-29, -4406
J	Shuttle port	-329, -4636
K	Spaceport	-131, -4723





DAOBA GUERFEL



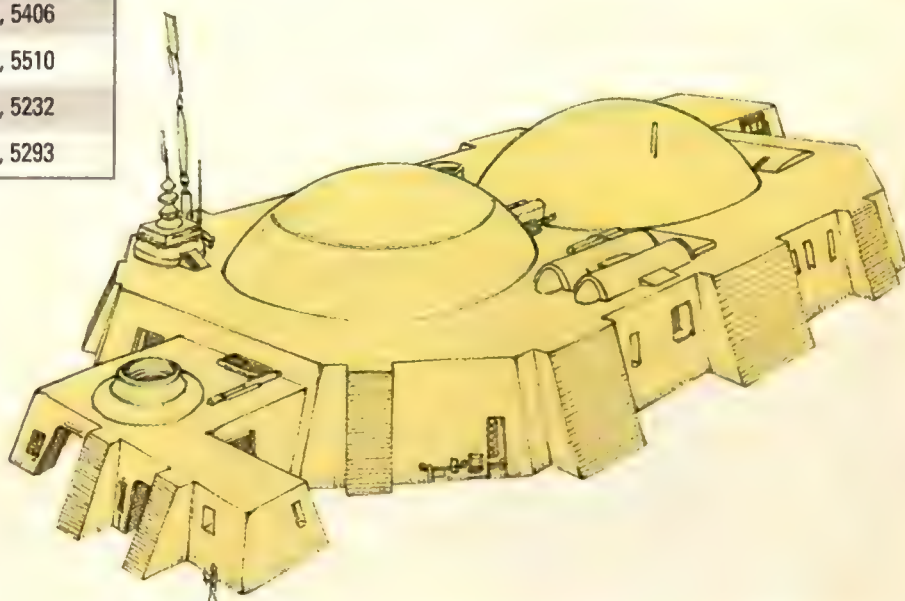
STARTING PLANETS: CORELLIA

DAOBA GUERFEL TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	3098, 5293
2	Armorsmith trainer	3127, 5291
3	Artisan instructor	3311, 5530
4	Artisan instructor	3160, 5042
5	Artisan instructor	3195, 4967
6	Brawling instructor	3334, 5517
7	Brawling instructor	3216, 5239
8	Dance instructor	3447, 5422
9	Doctor instructor	3276, 5407
10	Droid Engineer trainer	3117, 5302
11	Entertainer trainer	3305, 5525
12	Entertainer trainer	3460, 5405
13	Marksman trainer	3338, 5516
14	Marksman trainer	3213, 5250
15	Medic trainer	3341, 5517
16	Merchant trainer	3105, 5274
17	Music teacher	3442, 5413
18	One-handed Sword instructor	3284, 5406
19	Scout trainer	3333, 5510
20	Scout trainer	3199, 5232
21	Weaponsmith trainer	3111, 5293

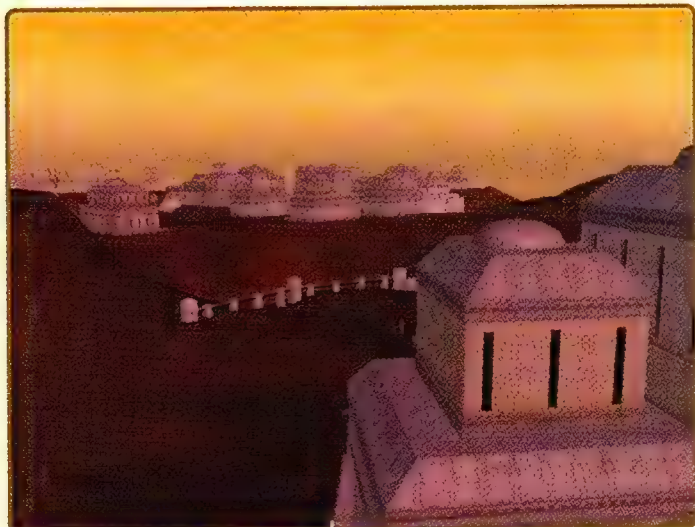
DAOBA GUERFEL BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	3213, 5389
B	Cantina	3268, 5373
C	Cloning facility	3325, 5725
D	Guild hall	3392, 5470
E	Guild hall	3183, 5240
F	Guild hall	3120, 5269
G	Guild hall	3160, 5011
H	Hotel	3108, 5205
I	Medical center	3260, 5425
J	Shuttle port	3083, 4992
K	Spaceport	3340, 5534





KOR VELLA



STARTING PLANETS: CORELLIA

KOR VELLA TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	-3685, 3046
2	Armorsmith instructor	-3701, 3071
3	Artisan instructor	-3164, 2791
4	Artisan instructor	-3417, 3170
5	Brawling instructor	-3193, 2799
6	Brawling instructor	-3123, 2791
7	Brawling instructor	-3399, 3396
8	Chef instructor	-3147, 2792
9	Commando trainer	-3344, 3292
10	Dance instructor	-3465, 3056
11	Doctor instructor	-3809, 3139
12	Droid Engineer trainer	-3704, 3059
13	Entertainer trainer	-3465, 3066
14	Entertainer trainer	-3153, 2807
15	Marksman trainer	-3130, 2791
16	Marksman trainer	-3410, 3396
17	Medic trainer	-3139, 2793
18	Medic trainer	-3786, 3130
19	Merchant trainer	-3675, 3063
20	Music trainer	-3464, 3060
21	One-handed Sword trainer	-3319, 3220
22	Polearm teacher	-3412, 3084
23	Scout trainer	-3165, 2800
24	Scout trainer	-3399, 3378
25	Teräs Käsi instructor	-3570, 3146
26	Two-handed Sword trainer	-3375, 3284
27	Weaponsmith trainer	-3696, 3059

KOR VELLA BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Cantina	-3464, 3039
B	Cloning facility	-3543, 3220
C	Guild hall	-3412, 3365
D	Guild hall	-3680, 3079
E	Guild hall	-3432, 3196
F	Hotel	-3267, 3108
G	Medical center	-3793, 3157
H	Shuttle port	-3773, 3240
I	Spaceport	-3138, 2815





STARTING PLANETS: CORELLIA

TYRENA TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	-5535, -2690
2	Armorsmith trainer	-5521, -2666
3	Armorsmith trainer	-5118, -2337
4	Artisan instructor	-5417, -2756
5	Artisan instructor	-5300, -2383
6	Artisan instructor	-5081, -2307
7	Bounty Hunter teacher	-5130, -2302
8	Brawling instructor	-5040, -2328
9	Brawling instructor	-5474, -2755
10	Combat Medic instructor	-4997, -2485
11	Combat Medic instructor	-4963, -2454
12	Dance instructor	-5642, -2608
13	Dance instructor	-5228, -2556
14	Doctor instructor	-4993, -2500
15	Doctor instructor	-5002, -2459
16	Doctor instructor	-4960, -2468
17	Droid Engineer trainer	-5535, -2669
18	Entertainer trainer	-5661, -2600
19	Entertainer trainer	-5230, -2553
20	Entertainer trainer	-5062, -2291
21	Image Design instructor	-5661, -2649
22	Marksman trainer	-5463, -2755
23	Marksman trainer	-5249, -2306
24	Marksman trainer	-5041, -2324
25	Medic trainer	-4989, -2491
26	Medic trainer	-5014, -2471
27	Medic trainer	-4971, -2467
28	Medic trainer	-5027, -2311
29	Merchant trainer	-5516, -2691
30	Music teacher	-5642, -2598
31	Music teacher	-5213, -2545
32	Music teacher	-5067, -2296
33	Scout trainer	-5474, -2738

TYRENA TRAINERS (CONT.)

MAP LOCATION	TRAINER TYPE	COORDINATES
34	Weaponsmith trainer	-5530, -2676
35	Weaponsmith trainer	-5106, -2324

TYRENA BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	-5110, -2387
B	Cantina	-5201, -2571
C	Cloning facility	-5669, -2698
D	Guild hall	-5417, -2724
E	Guild hall	-5463, -2724
F	Guild hall	-5503, -2679
G	Guild hall	-5571, -2629
H	Hotel	-5516, -2598
I	Hotel	-5169, -2539
J	Medical center	-5005, -2476
K	Shuttle port	-5603, -2793
L	Shuttle port	-5018, -2365
M	Spaceport	-5031, -2287



VRENI ISLAND



VRENI ISLAND TRAINERS

TRAINER TYPE	COORDINATES
Architect instructor	-5515, -6217
Music teacher	-5408, -6260

VRENI ISLAND BUILDINGS

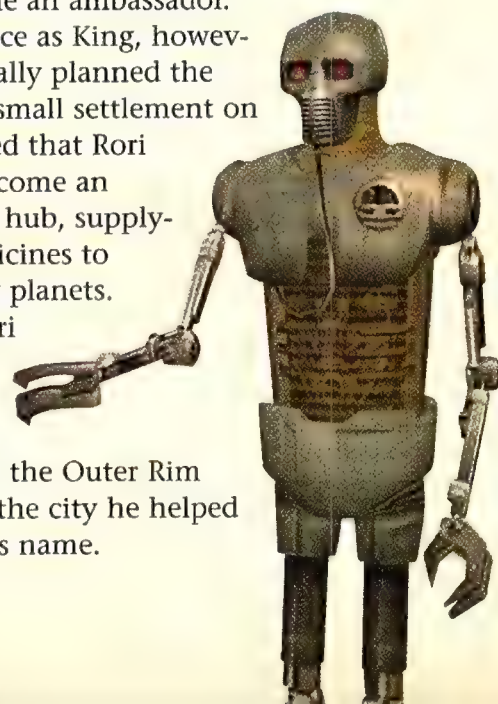
BUILDING	COORDINATES
Shuttle port	-5552, -6057
Hotel	-5516, -6180
Cantina	-5163, -6417

RORI

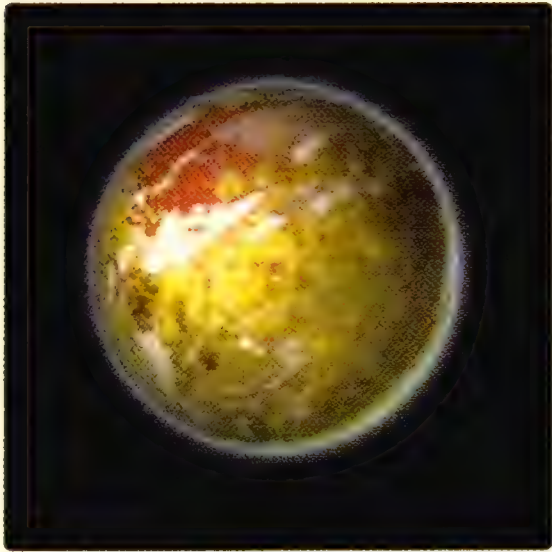
A moon of Naboo, Rori is an overgrown, wild world dominated by oppressive gray skies, thick jungles, and thick swamps. Unlike Naboo, Rori is not widely populated. In fact, it supports only two small colonies, which are separated by a giant, reed-infested bog.

Rori's history is somewhat contested by Naboo scholars. Some claim that a small contingent of Naboo's original human colonists actually landed on Rori before traveling on to the more temperate parent planet. If this is true, those early settlers left no obvious signs of their stay. Others hold that Rori remained unsettled until a small group of spice miners decided to relocate to the moon in search of fabled spice lodes. Some spice miners do, in fact, inhabit Rori, but they live in a primitive lifestyle and have no records of their first landing on the moon.

Whatever the truth, Rori was officially colonized about two thousand years before the Battle of Naboo, during the short-lived reign of King Narmle. Although widely regarded as a charming and intelligent man, Narmle was a restless explorer who spent most of time visiting distant worlds in search of new vistas. The Naboo Royal Advisory Council soon suggested that Narmle relinquish the throne and become an ambassador. Before leaving office as King, however, Narmle personally planned the construction of a small settlement on Rori. He envisioned that Rori would one day become an active agricultural hub, supplying food and medicines to other neighboring planets. Unfortunately, Rori attracted few settlers. Frustrated, Narmle left Rori and vanished into the Outer Rim forever, although the city he helped build still bears his name.

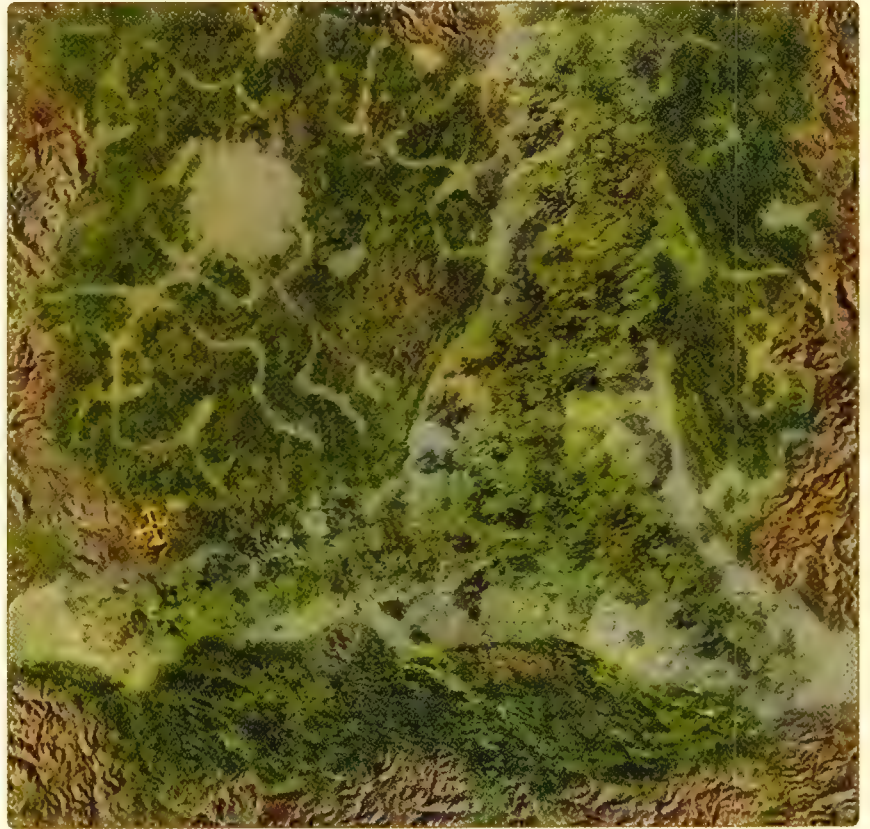


STARTING PLANETS: RORI



In the centuries since Narmle's disappearance, Rori's population has grown only slightly. During an outbreak of brain-worm rot some two hundred years before the Battle of Naboo, the Advisory Council commissioned the construction of a second space port on Rori; this city, known as Restuss, was used for decades as a quarantined processing center for colonists traveling to Naboo. Although both Restuss and Narmle were built by Naboo architects, most of the moon's current colonists have been drawn from other, less hospitable worlds, including Iridonia and Ryloth. The Gungans, who colonized the Naboo moon of Ohma-D'un, have also established small outposts on Rori.

The Naboo rulers have typically viewed Rori as an extension of their domain. As a result, Rori does receive regular supplies from Naboo and travel between the moon and its parent planet is routine. Members of the Naboo Royal Security Forces are stationed in both Restuss and Narmle, and Rori's governor sits on the Naboo Royal Advisory Council. The Empire also views Rori as little more than a small Naboo outpost and expects all of the moon's inhabitants to remain loyal to Emperor Palpatine. In reality, Rori's denizens are far more independent than the "planetary" Naboo and it is believed that the moon harbors some Rebels.



NARMLE



STARTING PLANETS: RORI

NARMLE TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	-4998, -2432
2	Armorsmith trainer	-5025, -2417
3	Armorsmith trainer	-5248, -2359
4	Artisan instructor	-5160, -2325
5	Artisan instructor	-5200, -2323
6	Bounty Hunter teacher	-5232, -2241
7	Brawling instructor	-5211, -2449
8	Brawling instructor	-5211, -2443
9	Carbine instructor	-5139, -2515
10	Combat Medic instructor	-5154, -2218
11	Combat Medic instructor	-5108, -2222
12	Commando trainer	-5180, -2349
13	Dance instructor	-5010, -2280
14	Doctor instructor	-5147, -2206
15	Doctor instructor	-5101, -2208
16	Doctor instructor	-5104, -2249
17	Droid Engineer trainer	-5021, -2432
18	Entertainer trainer	-5002, -2261
19	Entertainer trainer	-5078, -2354
20	Image Design instructor	-5050, -2262
21	Marksman trainer	-5200, -2444
22	Medic trainer	-5154, -2238
23	Medic trainer	-5140, -2217
24	Medic trainer	-5109, -2212
25	Merchant trainer	-4998, -2412
26	Music teacher	-5000, -2280
27	One-handed Sword trainer	-5219, -2164
28	Pistol instructor	-5241, -2455
29	Polearm teacher	-5277, -2325
30	Ranger instructor	-5167, -2535
31	Rifle instructor	-5215, -2373
32	Scout trainer	-4952, -2374
33	Scout trainer	-5211, -2925

NARMLE TRAINERS (CONT.)

MAP LOCATION	TRAINER TYPE	COORDINATES
34	Two-handed Sword trainer	-5214, -2167
35	Weaponsmith trainer	-5274, -2424
36	Weaponsmith trainer	-5013, -2426

NARMLE BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	-5086, -2452
B	Cloning facility	-5002, -2482
C	Guild hall	-5011, -2398
D	Guild hall	-5030, -2354
E	Guild hall	-5200, -2411
F	Guild hall	-5200, -2357
G	Hotel	-5286, -2270
H	Hotel	-5129, -2339
I	Medical center	-5142, -2238
J	Shuttle port	-5250, -2158
K	Spaceport	-5312, -2219



RESTUSS



STARTING PLANETS: RORI



RESTUSS TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	5397, 5593
2	Architect instructor	5511, 5663
3	Armorsmith trainer	5370, 5608
4	Artisan instructor	5237, 5687
5	Artisan instructor	5256, 5600
6	Brawling instructor	5457, 5814
7	Brawling instructor	5335, 5530
8	Chef instructor	5181, 5668
9	Combat Medic instructor	5315, 5581
10	Combat Medic instructor	5270, 5585
11	Creature Handler instructor	5134, 5749
12	Dance instructor	5437, 5564
13	Dance instructor	5448, 5560
14	Doctor instructor	5323, 5595
15	Doctor instructor	5277, 5597
16	Droid Engineer trainer	5186, 5720
17	Droid Engineer trainer	5374, 5593
18	Entertainer trainer	5440, 5540
19	Entertainer trainer	5433, 5558
20	Image Design instructor	5489, 5542

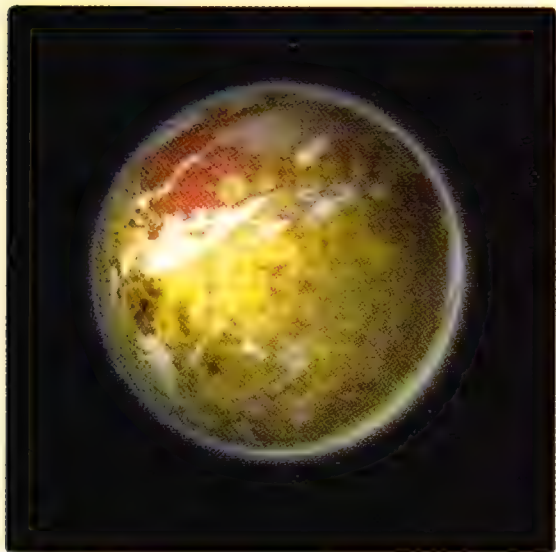
RESTUSS TRAINERS (CONT.)

MAP LOCATION	TRAINER TYPE	COORDINATES
21	Image Design instructor	5255, 5850
22	Marksman trainer	5528, 5641
23	Marksman trainer	5446, 5815
24	Medic trainer	5373, 5588
25	Medic trainer	5284, 5587
26	Medic trainer	5315, 5592
27	Merchant trainer	5389, 5672
28	Merchant trainer	5397, 5613
29	Mining instructor	5351, 5484
30	Music teacher	5432, 5569
31	Music teacher	5438, 5560
32	Scout trainer	5458, 5796
33	Scout trainer	5371, 5539
34	Tailoring instructor	5209, 5729
35	Weaponsmith trainer	5382, 5599

RESTUSS BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	5,205, 5,608
B	Cloning facility	5410, 5877
C	Guild hall	5455, 5640
D	Guild hall	5445, 5782
E	Guild hall	5237, 5722
F	Guild hall	5385, 5626
G	Hotel	5150, 5683
H	Medical center	5314, 5618
I	Shuttle port	5213, 5796
J	Spaceport	5364, 5666

TALUS



One of the five habitable planets in the Corellian system, Talus is a temperate world similar to Corellia. It has a wide range of terrain, including forests, grass plains, and mud flats. The planet is inhabited by three sentient species: humans, the stocky Drall, and the sleek Selonians. Although all three species generally co-exist peacefully, they have a history of political conflict that has been marked by sporadic violence.

Talus is the same size as its sister planet, Tralus. Both orbit a common center of gravity, and are together known as the Double Worlds. Both Talus and Tralus are governed by the elected Federation of the Double Worlds, or Fed-Dub.

Like Corellia, Talus remained neutral in the early days of the Galactic Civil War. The Empire monitors Talus for Rebel activity, but allows Fed-Dub to operate independently and has yet to interfere with any of the planet's major corporations. Although Talus is less renowned than Corellia, the

planet has a vibrant economy that revolves around starship manufacturing.

Talus holds many mysteries for explorers. It is rumored that a planetary repulsor is located beneath the world's surface. This device may have been used eons before the Battle of Yavin, presumably to move Talus from an unknown location into its current orbit.



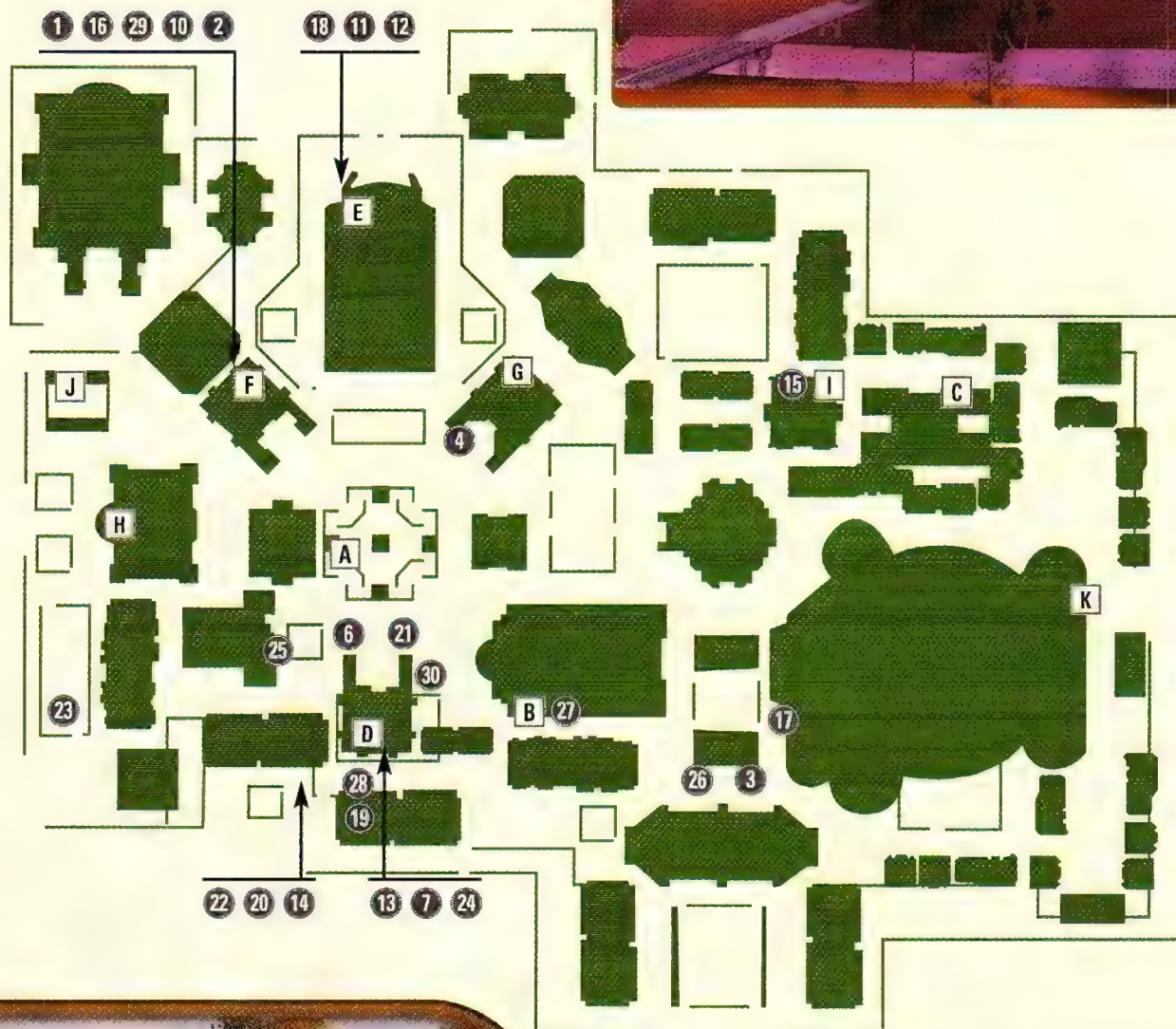
STARTING PLANETS: TALUS





CITIES

DEARIC



STARTING PLANETS: TALUS

DEARIC TRAINERS

MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	628, -3062
2	Armorsmith	599, -3070
3	Armorsmith	351, -2867
4	Artisan instructor	500, -3043
5	Artisan instructor	459, -3070
6	Brawler instructor	549, -2934
7	Brawler instructor	551, -2886
8	Carbine instructor	583, -2873
9	Dance instructor	558, -3094
10	Droid Engineer	612, -3078
11	Entertainer	566, -3074
12	Image Design instructor	518, -3076
13	Marksman	540, -2885
14	Marksman	586, -2873
15	Medic	317, -3054
16	Merchant	614, -3047
17	Merchant	331, -2914
18	Music	568, -3094
19	One-handed Sword	548, -2865
20	Pistol instructor	583, -2871
21	Polearm teacher	522, -2934
22	Rifle instructor	587, -2870
23	Scout	700, -2911
24	Scout	552, -2904
25	Squad Leader	588, -2934
26	Tailoring instructor	369, -2877
27	Teräs Käsi instructor	418, -2906
28	Two-handed Sword instructor	552, -2865
29	Weaponsmith	613, -3068
30	Weaponsmith	516, -2912

DEARIC BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	515, -2966
B	Cantina	490, -2936
C	Cloning facility	254, -3070
D	Guild hall	540, -2919
E	Guild hall	540, -3165
F	Guild hall	597, -3047
G	Guild hall	482, -3046
H	Hotel	692, -3000
I	Medical center	342, -3055
J	Shuttle port	700, -3046
K	Spaceport	330, -2930





NASHAL



STARTING PLANETS: TALUS

NASHAL TRAINERS

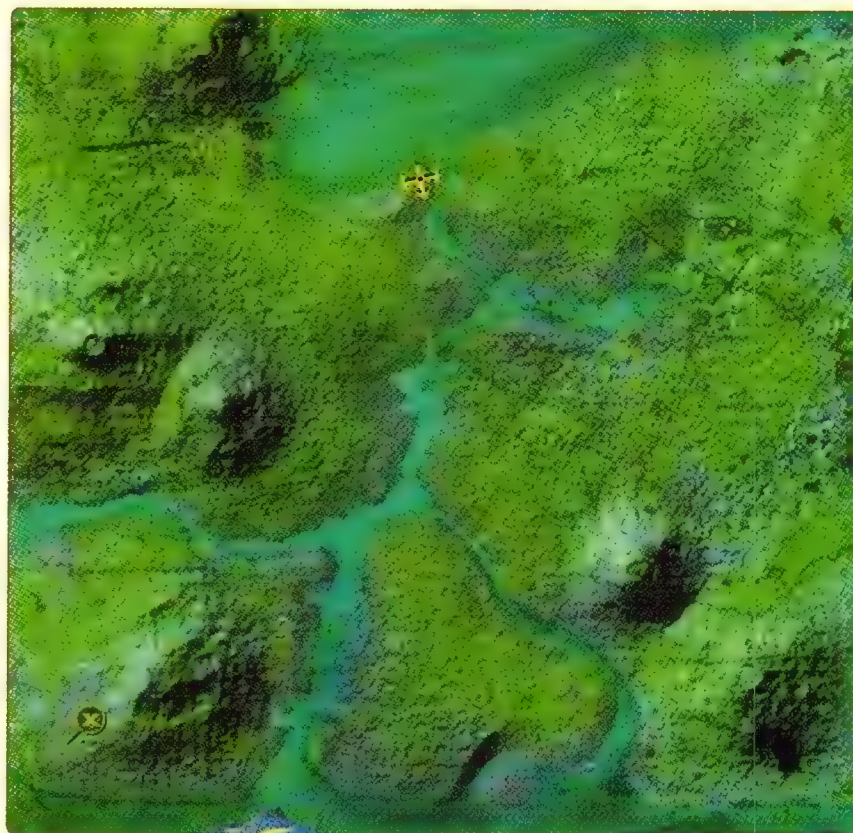
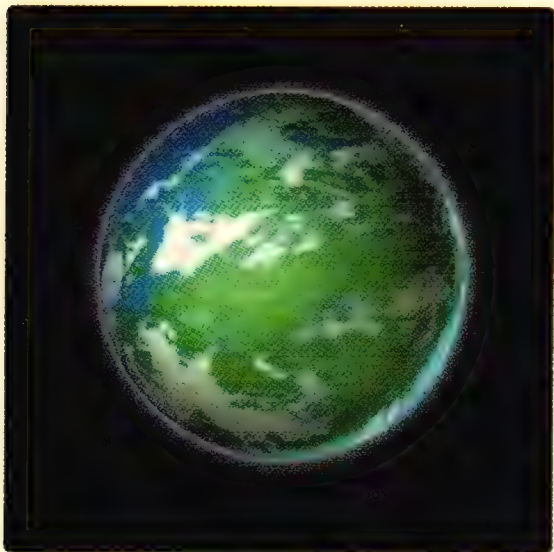
MAP LOCATION	TRAINER TYPE	COORDINATES
1	Architect instructor	4221, 5126
2	Architect instructor	4299, 5119
3	Armorsmith	4275, 5102
4	Artisan instructor	4518, 5230
5	Artisan instructor	4410, 5309
6	Bio-Engineering	4360, 5250
7	Bio-Engineering	4360, 5250
8	Brawler instructor	4409, 5287
9	Brawler instructor	4286, 5395
10	Chef instructor	4283, 5172
11	Combat Medic instructor	4505, 5169
12	Combat Medic instructor	4389, 5364
13	Creature Handler	4467, 5482
14	Dance instructor	4338, 5339
15	Doctor instructor	4503, 5163
16	Doctor instructor	4490, 5182
17	Droid Engineer	4290, 5100
18	Droid Engineer	4290, 5451
19	Entertainer	4366, 5320
20	Entertainer	4309, 5327
21	Image Designer instructor	4346, 5054
22	Marksman	4366, 5294
23	Marksman	4285, 5384
24	Medic instructor	4389, 5281
25	Merchant	4281, 5129
26	Music teacher	4335, 5326
27	One-handed Sword Trainer	4509, 5159
28	Ranger instructor	4234, 5262
29	Scout	4377, 5302
30	Scout	4304, 5396
31	Weaponsmith	4288, 5109

NASHAL BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Cantina	4335, 5311
B	Cloning facility	4529, 5139
C	Guild hall	4319, 5384
D	Guild hall	4264, 5125
E	Guild hall	4486, 5219
F	Hotel	4359, 5165
G	Medical center	4496, 5188
H	Shuttle port	4314, 5416
I	Spaceport	4452, 5285



YAVIN 4



Yavin 4 is a jungle moon orbiting the gas giant planet of Yavin. An Imperial presence, established after the Battle of Yavin, makes traveling to the planet difficult and dangerous. However, those with an interest in the Imperial cause may decide to help the overworked military presence on Yavin 4.

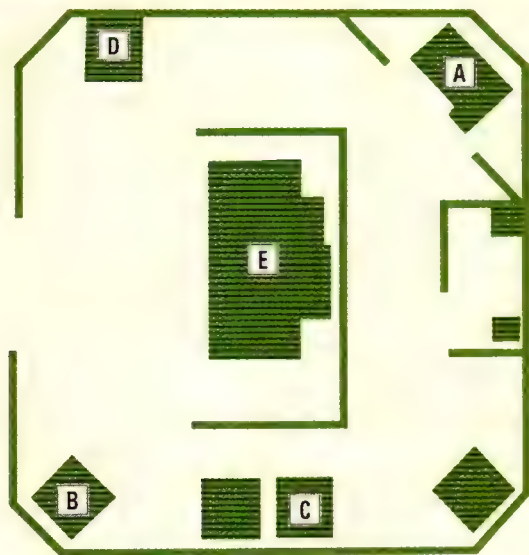
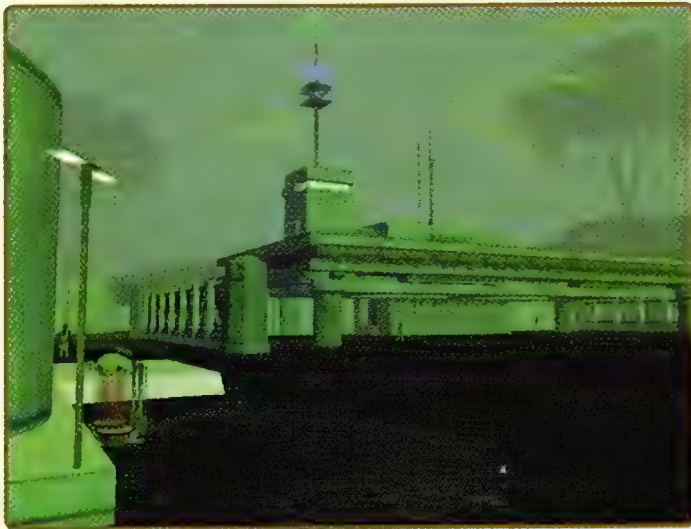
In the *Star Wars* saga, Yavin 4 plays a significant role as the staging area for the Battle of Yavin, where the Rebel Alliance destroyed the first Death Star. In *Star Wars Galaxies*, the moon remains a hotbed of conflict between the Empire and the Rebels. Battles for control of Yavin 4 are a central part of the ongoing Galactic Civil War, as is the exploration of its abandoned temples. The adventurous will encounter a variety of creatures. The Massassi, the original inhabitants of Yavin 4, have long since disappeared, but rumors persist of survivors deep in the jungles....



SECONDARY PLANETS: YAVIN 4

CITIES

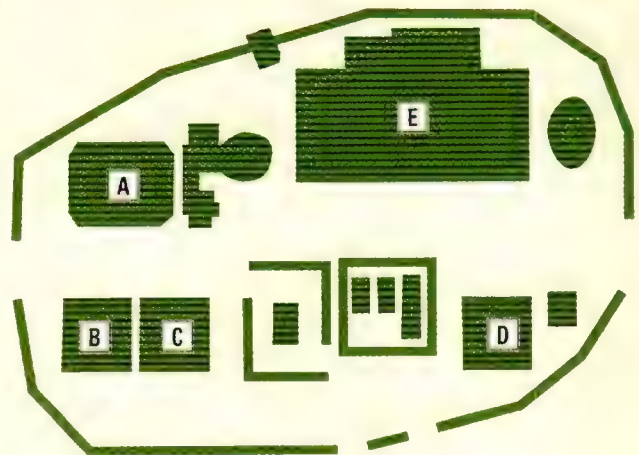
LABOR OUTPOST



LABOR OUTPOST BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Cantina	-6896, -5663
B	Cloning facility	-6973, -5757
C	Hotel	-6924, -5757
D	Medical center	-6966, -5666
E	Spaceport	-6927, -5709

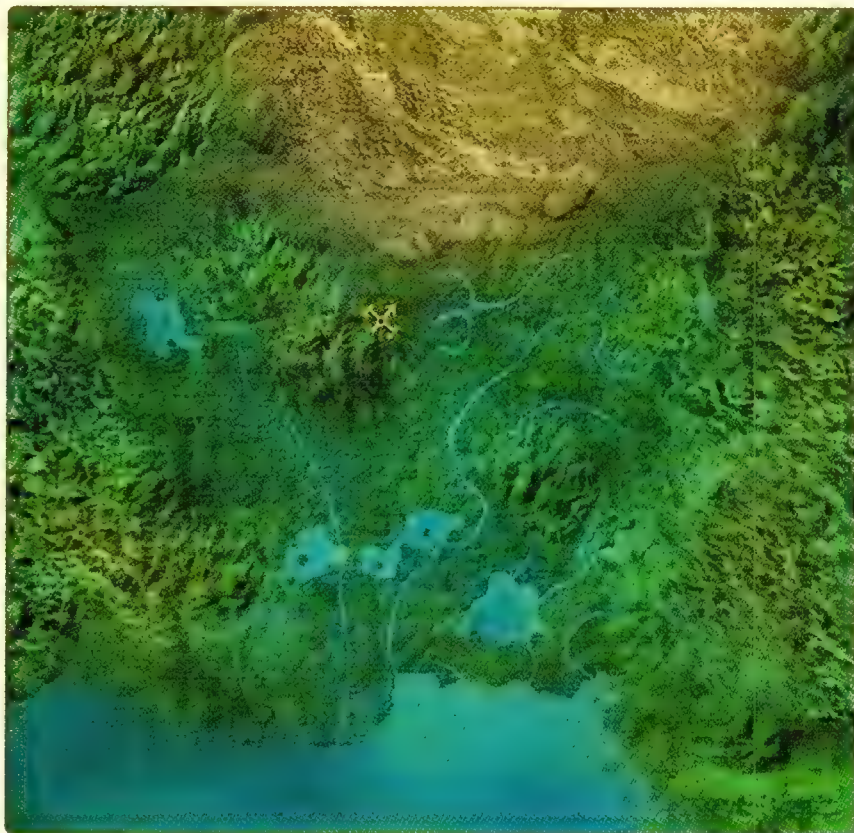
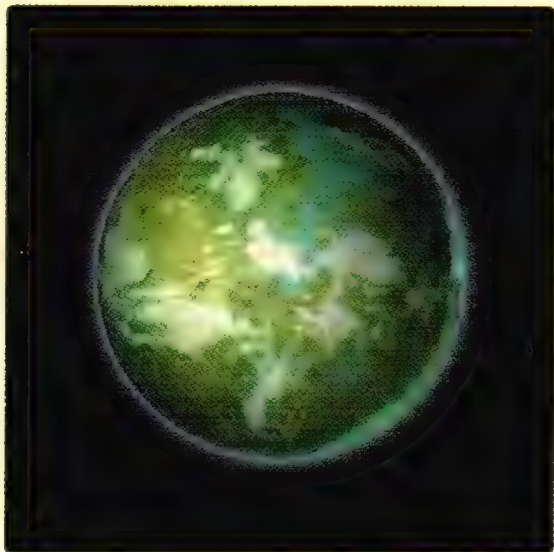
MINING OUTPOST



MINING OUTPOST BUILDINGS

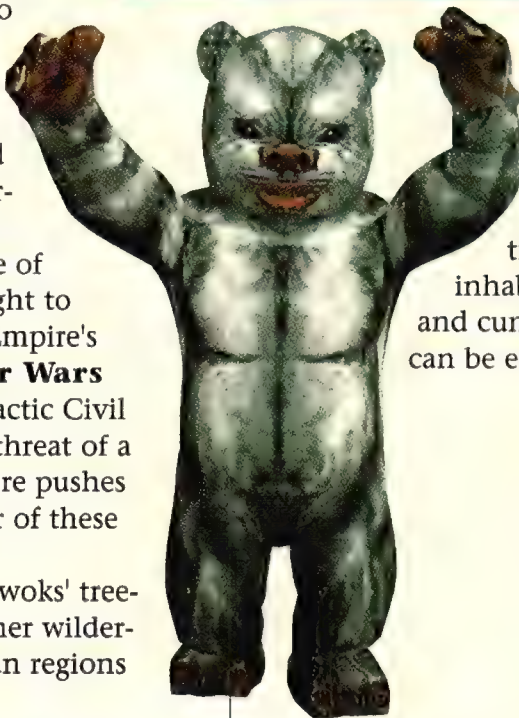
MAP LOCATION	BUILDING	COORDINATES
A	Cantina	-355, 4861
B	Cloning facility	-353, 4847
C	Hotel	-336, 4847
D	Medical center	-276, 4843
E	Spaceport	-284, 4890

ENDOR



Star Wars Galaxies gameplay occurs on the forest moon of Endor, as opposed to the gas giant planet that's also named Endor. The Endor "System" is located at the edge of the Moddell Sector. Prominently featured in *Star Wars: Return of the Jedi*, the forest moon of Endor has great significance in the *Star Wars* saga as the site of the Battle of Endor. The battle is fought to abort the secret construction of the Empire's second Death Star battle station. **Star Wars Galaxies** takes place during the Galactic Civil War, before the Battle of Endor. The threat of a second Death Star looms as the Empire pushes forward with construction of another of these deadly weapons.

Endor's terrain incorporates the Ewoks' tree-top villages, the Gorax caves, and other wilderness areas. There are no cities or urban regions



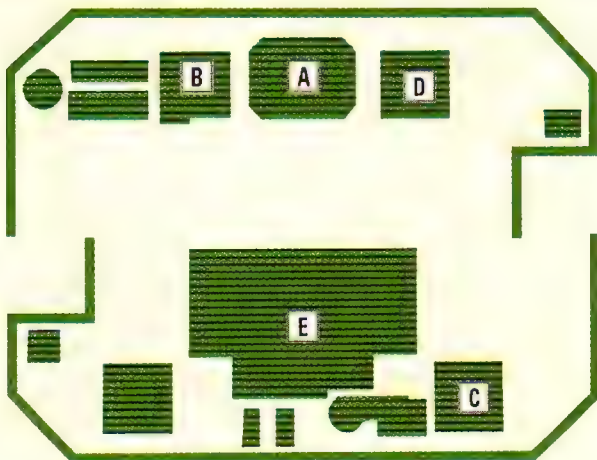
of commerce on Endor and there are no opportunities for new residents to build homes or establish settlements.

However, Endor offers great chances to develop interesting trade relations with some of its inhabitants, including Ewok tribes and cunning Marauders, if their trust can be earned.

SECONDARY PLANETS: ENDOR

CITIES

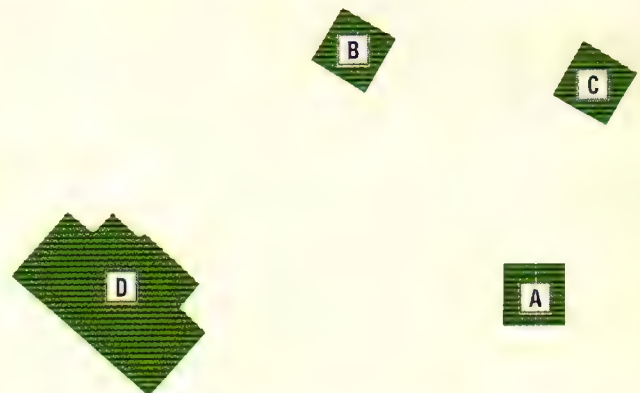
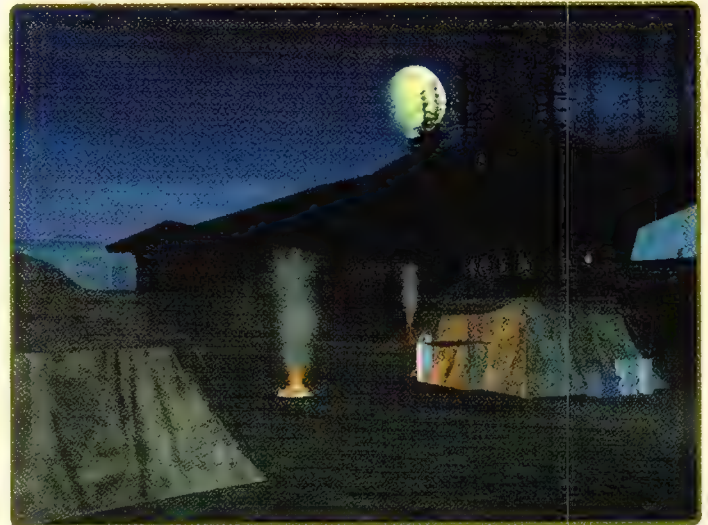
RESEARCH OUTPOST



RESEARCH OUTPOST BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Cantina	3215, -3450
B	Cloning facility	3199, -3449
C	Hotel	3255, -3495
D	Medical Center	3245, -3450
E	Spaceport	3218, -3493

SMUGGLER'S OUTPOST



SMUGGLER'S OUTPOST BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Cantina	-871, 1565
B	Cloning facility	-905, 1613
C	Medical Center	-854, 1601
D	Spaceport	-966, 1559

LOK



One of the first planets in the Karthakk system to be colonized, the harsh world of Lok was originally home to outlaws, who saw the world as a potential staging ground for raids into the Mid Rim. Over time, Lok became known as a "pirate world," where anarchy and violence were the only constants.

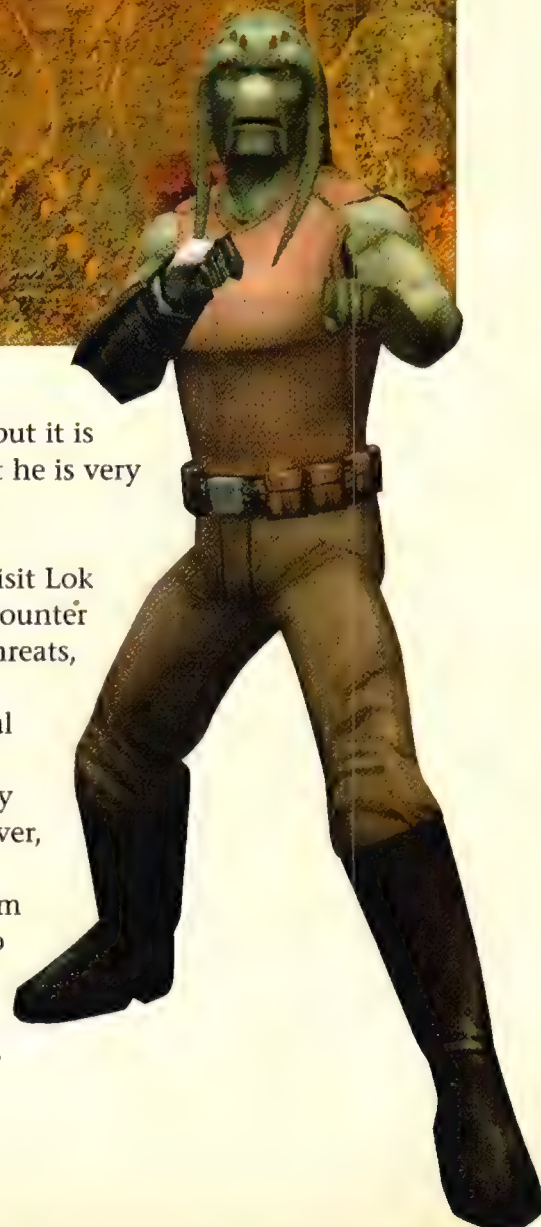
Lok has varied terrain, ranging from the dangerous sulfur pools to bubbling lava pits. The landscapes are foreboding. Jagged mountain ranges, long expanses of baked desert, and desolate flats are typical environments on Lok. The presence of pirates and others is evident in the shipwrecks, burned-out bases, abandoned settlements, and destroyed vehicles that litter the planet.

Before the Battle of Naboo, one of the most prominent leaders on Lok was a Feeorin pirate named Nym. The hardy alien—who has only become more formidable with age—spent many years battling the Trade Federation. He is now a



local crime lord, but it is also rumored that he is very sympathetic to the Rebellion....

Players who visit Lok can expect to encounter a wide range of threats, from marauding pirates to the local wildlife, most of which is decidedly dangerous. However, those who prove themselves to Nym will gain access to a number of lucrative and exciting missions.



SECONDARY PLANETS: LOK

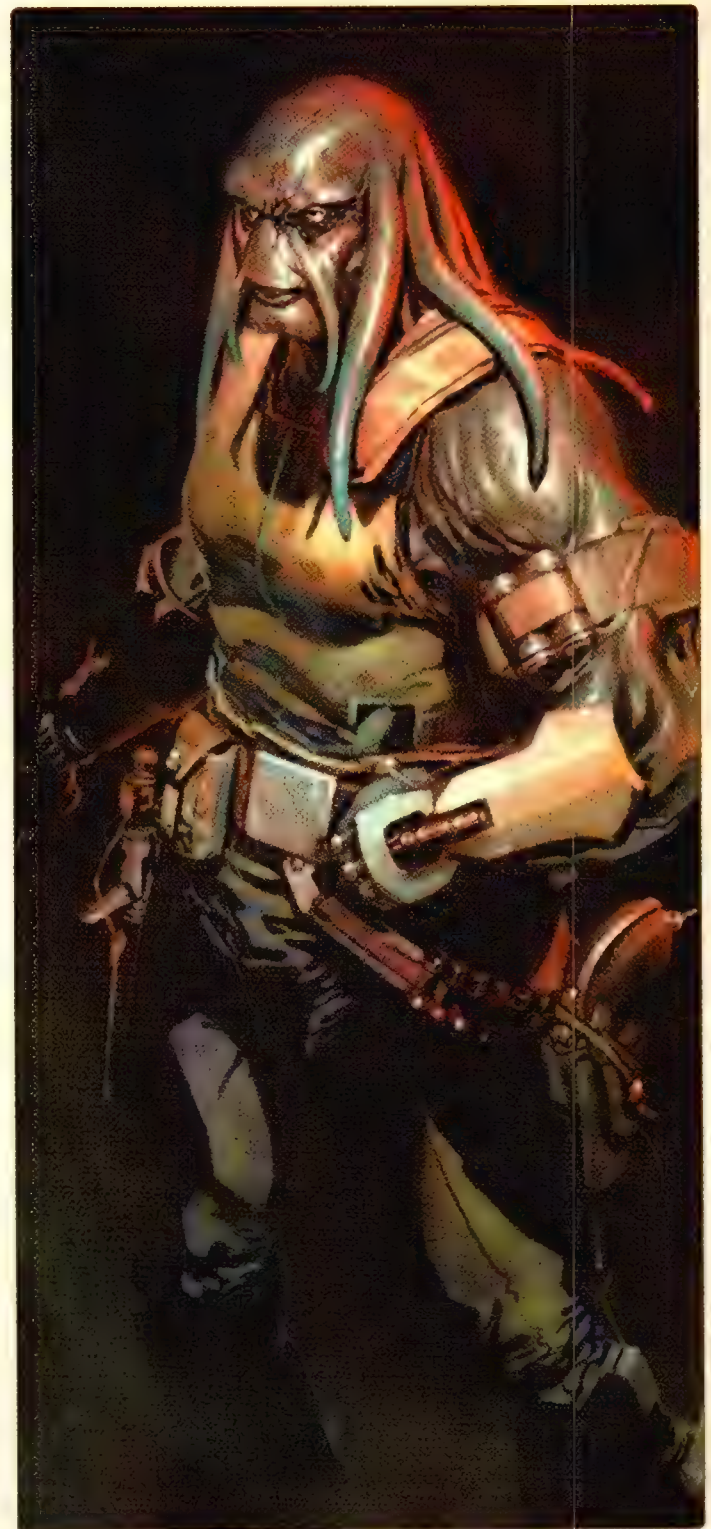


NYM'S STRONGHOLD



NYM'S STRONGHOLD BUILDINGS

BUILDING	COORDINATES
Cantina	541, 5091
Bank	427, 5050
Cloning facility	211, 5138
Hospital	558, 5118
Hotel	420, 5136
Star port	474, 5511

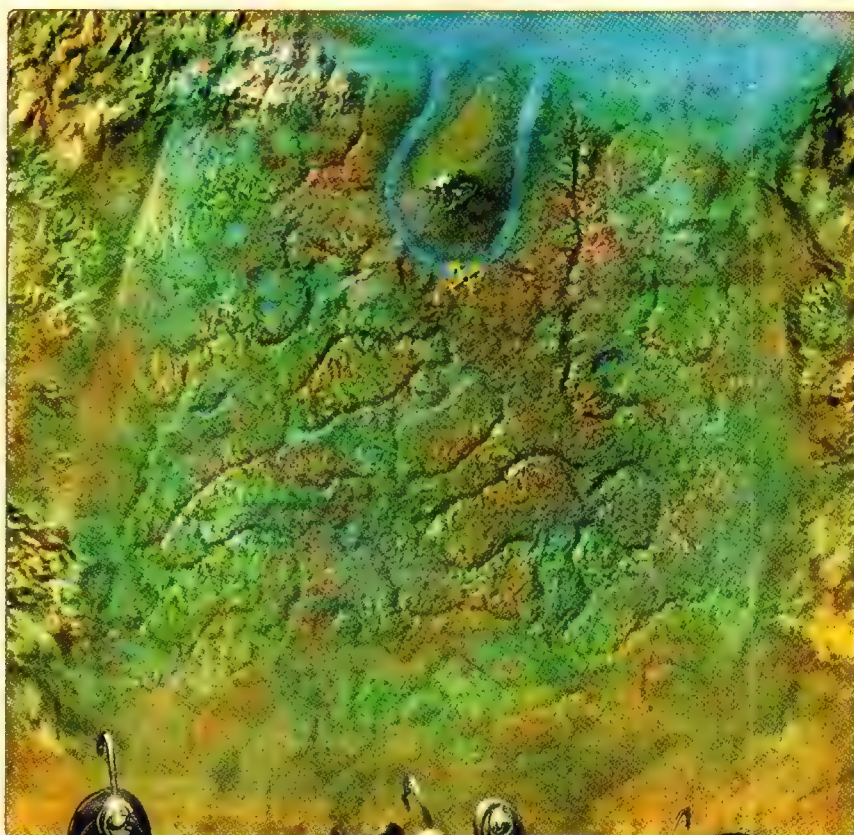


DATHOMIR



Dathomir is a low-gravity world located in the Quelli sector. The planet is inhabited by the Witches of Dathomir, a group of Force-sensitive women who ride fearsome rancors. These witches live in different clans that include a group of dark siders called the Nightsisters. The "Singing Mountain Clan" and the Nightsisters are at odds with one another—and with visitors who fail to show the proper respect. Visitors can align themselves with either side and benefit from trade with these powerful creatures.

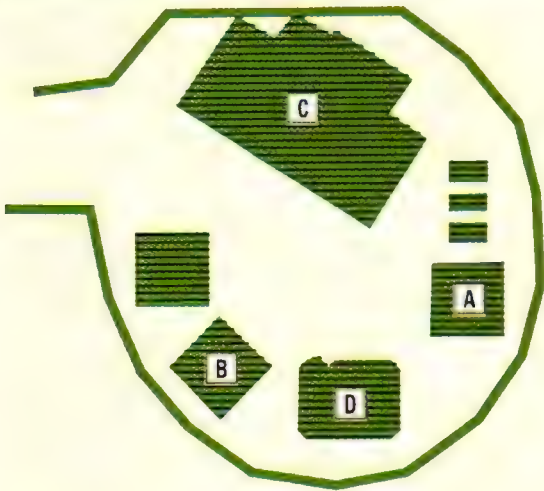
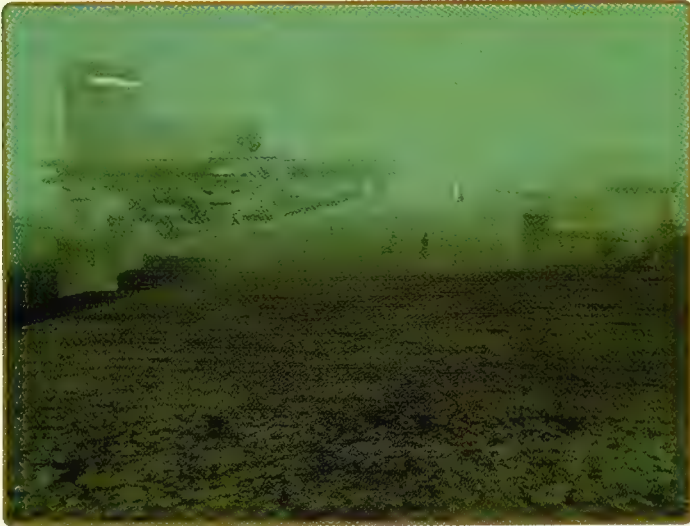
Dathomir can be accessed only by special charter transports operated by skilled pilots. Its terrain is dangerous. Besides rancors, the witches are a constant threat on Dathomir.



SECONDARY PLANETS: DATHOMIR

CITIES

DATHOMIR TRADE OUTPOST



DATHOMIR OUTPOST BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Cloning facility	620, 3053
B	Hotel	582, 3046
C	Spaceport	600, 3093
D	Tavern	610, 3043

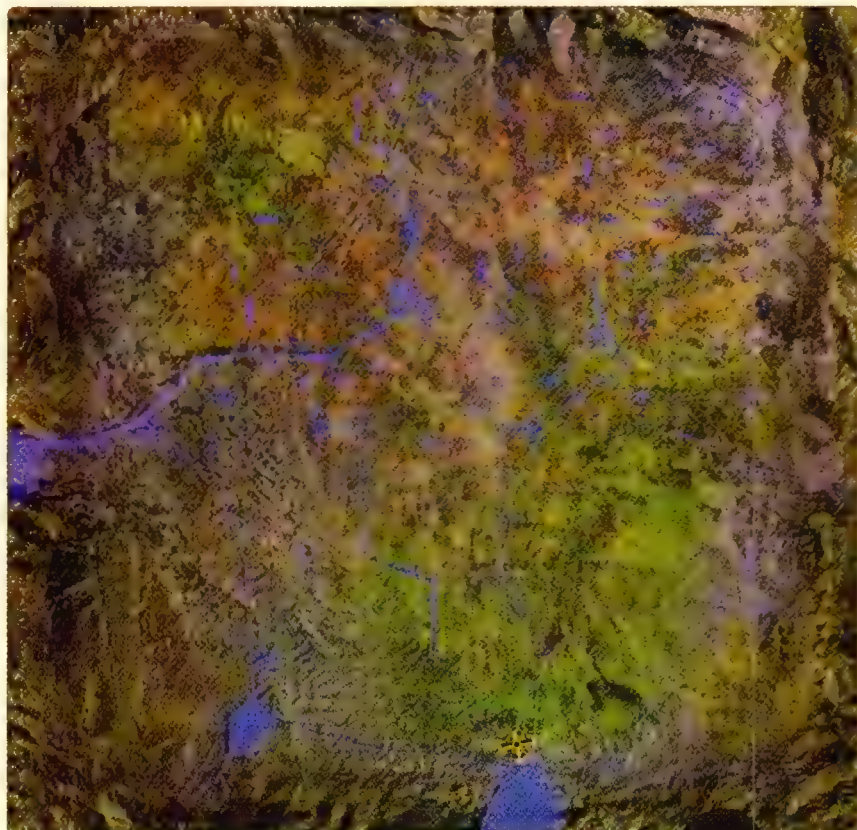
SCIENCE OUTPOST



SURVEY OUTPOST BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Cantina	-112, -1585
B	Cloning facility	-69, -1626
C	Hotel	-81, -1632
D	Medical center	-61, -1617
E	Spaceport	-66, -1581

DANTOOINE



Dantooine is an isolated and unspoiled world dominated by sprawling grasslands and large oceans. Humanoid nomads, known as the Dantari, inhabit the planet. The Dantari are hardy, yet primitive beings that can be found hunting along the coastlines.

Thousands of years before the Battle of Yavin, Dantooine served as the site of a small Jedi academy overseen by Master Vodo-Siosk Baas. Over the centuries, the planet has also attracted a handful of colonists, who live in rustic family estates spread across the planet. The planet has three small space ports to handle new arrivals.

Because of its remote location and small native population, Dantooine recently housed the Rebel Alliance's primary base. The Rebels eventually discovered an Imperial tracking device aboard a cargo shipment to the base, and promptly evacuated the site in a single day. When Grand Moff Tarkin threatened to destroy Princess Leia's homeworld of

Alderaan, she revealed that Dantooine was indeed a Rebel hideout, although she was aware that the Rebels had already abandoned the planet.

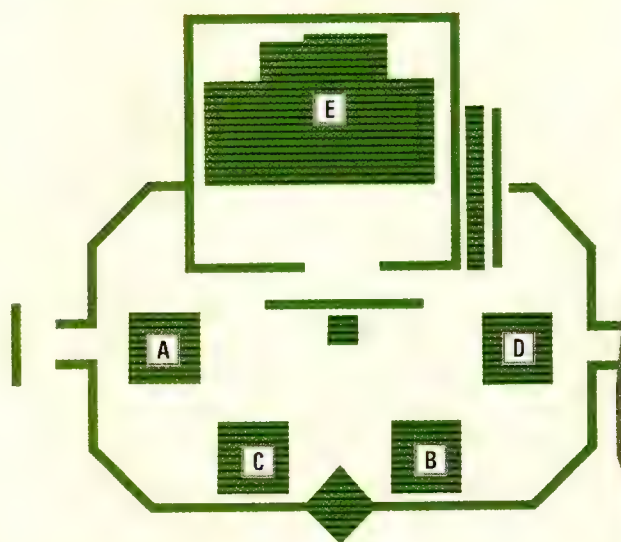
Since the destruction of the Death Star, the Empire has established a small outpost on Dantooine, if only to prevent the Rebels from returning. In addition, Dantooine is the central base of operation for a small band of smugglers known as the Gray Talon.



SECONDARY PLANETS: DANTOOINE

CITIES

IMPERIAL OUTPOST



IMPERIAL OUTPOST BUILDINGS

MAP LOCATION	BUILDING	COORDINATES
A	Bank	-4252, -2407
B	Cantina	-4207, -2421
C	Cloning facility	-4242, -2422
D	Medical Center	-4197, -2408
E	Spaceport	-4224, -2358



MINING OUTPOST



MINING OUTPOST BUILDINGS

BUILDING	COORDINATES
Cloning facility	-640, 2449
Hotel	-613, 2480
Spaceport	-640, 2489
Tavern	-582, 2499



PIRATE OUTPOST



PIRATE OUTPOST BUILDINGS

BUILDING	COORDINATES
Cloning facility	1568, -6428
Hotel	-1626, -6366
Hotel	-1602, -6428
Spaceport	1585, -6407
Tavern	1581, -6368



PLAYER vs. PLAYER (PvP)

CHAPTER
10



INTRODUCTION TO STAR WARS GALAXIES™ PvP

Tired of killing critters, eh? Well, **Star Wars Galaxies** has just the thing for you, a fully robust Player vs. Player system (PvP for short) that lets players compete with and against one another in the Galactic Civil War (GCW). While the particulars of the system can become complex, and the interactions of individual professions with each other are countless, the basics of the system are easy to grasp.

There are two **Star Wars Galaxies** universe "factions" at war with each other: the Galactic Empire and the Rebel Alliance. A player can join either of these factions in a number of ways. And casting your lot with one side or the other can result in both consequences and perks.

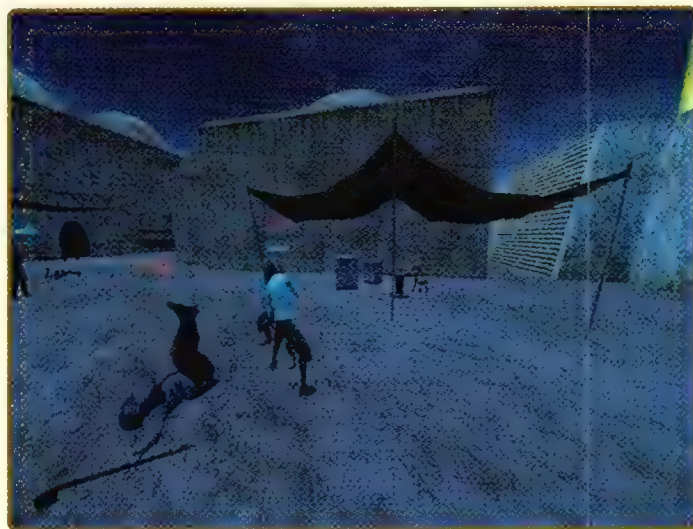
In the future, additional factions may be added to the game, such as the Hutt Crime Syndicate or other organizations. You can change your allegiances with hard work and dedication.

A smaller form of PvP (aside from the grand scale GCW) are Player Association wars. This system allows guilds (groups of players banded together) that are mutually opposed to each other to be at war (with mutual consent).

If your Player Association (PA) is at war with another PA, it will be as aggressive toward you as Imperials against a Rebel in their base. Think of a fight between two Player Associations as a gang war. If the colors don't match, it's time to rumble.

A third method of PvP fighting is a battlefield. An area of land is set aside around a player-established faction building or base, and forces are established on opposite sides. The outcome of a battlefield conflict determines who "controls" that specific

region. Players take actions to realign the combat zone through various methods. There are two types of battlefields: PvP and PvE (Player vs. Environment). Each type has different objectives and rules.



FACTIONS EXPLAINED

The foremost decision when choosing a faction is not which side you want to join, but how active you would like to be in the Galactic Civil War. Gauge how rewarding it would be for you to blast Rebel scum at random and how frustrated you might get as a target for terrorist activity at every turn. Or, alternately, would you tirelessly fight against the Imperial oppressors, no matter where or when, making you a wanted criminal in the eyes of the authorities who would constantly hunt you? As such, you should decide to be Overt or Covert when you choose a side.

Overt operatives of either faction have more bonuses and perks, and they're what would be termed the "hardcore" PvP player. The drawback is that Overt operatives are fair game (and prime targets) for the opposition wherever they go, regardless of the situation.

PLAYER vs. PLAYER (PvP)



Do you like to solo a lot? Then Overt operative isn't the choice for you, because you have nobody to watch your back. A skilled Rifleman taking shots at you from the edge of visual range, or a Brawler crew assaulting you as you enjoy your favorite Dancer at the cantina are good examples of the perils of being an Overt (and solo) operative. Perks for being Overt include the ability to build a barracks and "check out" soldiers to sic on XPing enemies!

The flip side is the Covert faction operative. This player appears neutral to the opposing faction. However, choosing to be a Covert operative of the Empire or Rebel Alliance in no way makes one any

less of a member. Your membership just isn't advertised with a neon sign over your character's head.

Covert members of a faction receive different missions and perks for being Covert. An Overt Rebel might blow up an Imperial military installation with his buddies, then laugh about it at the cantina afterward. A Covert member might deliver a letter or secret piece of information to an Overt operative with details on how to blow up that Imperial installation. In the end, the Covert member helped the Rebel Alliance, but in a manner that didn't flag him or her as a target.

Covert players should know that any action that openly aids an Overt member of your faction while in sight of the enemy earns you a Temporary Enemy Flag (TEF). A TEF lasts one game time hour. In other words, if you are seen aiding and abetting an Overt member of your faction, you become Overt for an hour of game time. This means that logging out for an hour will not clear the flag, you must actually play for that hour. After the time expires, the TEF goes away and you may resume your Covert status.

Doctors and Medics have to watch out for TEF status. If you are a neutral and you heal a member of a faction, you can get a TEF. All of a sudden, you're fair game for the opposing side.





NOTE

Medics and Doctors of one faction cannot heal members of the opposing faction.

FACTION POINTS

After graduation from the tutorial, you want to find the nearest recruiter and sign on the dotted line, right?

Not so fast. You have to build up your faction points in order to join. Press **[Ctrl]+[C]** to bring up your character sheet so you can track the number of faction points your character has. You must collect 200 faction points to join a side, and you must maintain at least 200 faction points to remain a member.



You gain faction points by going on missions from the faction-specific mission terminal. Where normal mission terminals give odd jobs to earn credits, faction mission terminals give credits and faction points you can save to join the Empire or Rebellion and purchase perks.

IMPERIALS

These are the bad guys. They want power and control by any means. If you want to mix it up with those rabble-rousing Rebels, then this is the faction for you.



PLAYER vs. PLAYER (PvP)

Note that the Empire is a somewhat biased and imposes a faction point—earning penalty to species other than human and Zabrak. If you know you want to earn faction and be political early, choose one of those two species. To build faction fast, keep requesting missions until you find a military destruction type that is close by. Low travel/high reward missions allow you to build faction. The less time you have to spend running to and from a mission, the more time you have to build your faction standing.

Being an Imperial means you spread control and order to the sector you occupy, and if that means violence, then so be it. The Empire is not a warm and fuzzy association, and frowns on its players showing those tendencies.

REBELS

These are the knights in shining armor, the last hope for freedom and peace in the galaxy. The Empire also vigorously hunts and oppresses them.



Most of a Rebel's life is spent planning and executing tactical confrontations. Rebels don't have the brute force the Empire can bring to the battlefield, but they are in no way at a disadvantage. Rebels accept all species equally into their ranks, so long as they are willing to promote freedom and harmony.

One can join the Rebels in a similar manner as the Imperials, by going on missions from a Rebel mission terminal. Because the Rebel Alliance is an underground operation, these terminals are in secret, out-of-the-way locations, and not marked on any map (except the ones in this guide). However, there are as many Rebel terminals as Imperial ones. It just may take investigation or traveling to find one.

It is the Rebellion's duty to spread peace and order by freeing the galactic inhabitants from the yoke of Imperial oppression. Therefore it shouldn't start fights in areas of meditation and entertainment. It is the Rebel's honor code to respect the privacy and peace of others...but if a fight is brought to you, it doesn't mean you lie down and take it.

OTHER FACTIONS AND MERCENARIES



There are myriad other factions within **Star Wars Galaxies**, mostly planet-specific (such as the CorSec on Corellia, or the Night Sisters on Dathomir). While you can't see your faction point totals for factions other than Imperial and Rebel, you can still accrue points for them. These factions work similarly to the Rebel vs. Imperial conflict and add greater dimension to the game as it is expanded and patches are added. Bounty Hunter mission terminals provide missions of either faction and are a good source of income to a neutral player or mercenary attempting to work for the highest bidder.

FACTION WARS IN THE STREETS

Also known as casual PvP or "ganking" (depending if you're on the giving or receiving end of the exchange), faction wars in the city streets are when Player Associations with a faction allegiance meet up and pick a random city to storm. They rage through and kill all the opposing faction. If you do not have a suitable friendly group with you to counter this type of tactic, your best option is to burst run and find a good hiding spot. Most likely the group will give up and search for other easier prey if you are clever—and fast—enough. Have a buddy whom you always hang out with to prevent random encounters from turning sour on you. Two vs. one is better than one vs. one.

Players are not your only concern if you are an Overt member of a faction. Depending on the town, stormtroopers or Rebel NPCs will attack you based on your faction. These NPCs are a good source of faction points that you can spend toward getting some cool perks from the recruiter, so keep an eye out for both offensive and defensive reasons.

As an Overt member of your faction, pick and choose your battles. If you stay aware of your surroundings you may be able to marshal a quick defense against surprise attacks. For example, if you're an Imperial and bump into a Rebel gank squad, run for the nearest Imperial mission terminal. You'll find members of your faction there seeking something to do. Tell them the situation and presto, you've got your own army to take on your attackers. Awareness and knowledge of the city you are in will serve you well and help you master random PvP encounters.

Many cities lean toward one faction or another. A city could be a safe haven for Rebels, perhaps, or an Imperial stronghold. Even on the same planet you can find both sides. On Tatooine, for example, there's Bestine, an Imperial town, and Anchorhead, where Rebels can walk unharmed.

Make sure you know the political climate of a city if you're a highly placed faction member. Shuttling into the wrong town can get you into trouble.

THE BATTLEFIELD

Battlefields are the epic encounters that define the conflict of the Galactic Civil War. To accommodate both PvE and PvP players in the GCW, there are two types of battlefields.



PLAYER vs. PLAYER (PvP)



The first kind is open to anybody and is player vs. NPC only. The second kind contains player vs. player and, depending on the situation, NPCs may be present. The battlefield is a representation of player-aligned territorial control, and as such, the surrounding area or building that created the battlefield is aligned with the territory's controlling faction. In other words, if the current balance of power is in the Rebel's favor, the battlefield is a Rebel territory.

So how is a battlefield created? A battlefield will spring up around a player-built city or installation. The defending faction is based on who owns the building. Players on the battlefield at the time of its creation must declare on which side they are. After all players on the field have declared a side, the battle begins.

Whichever side manages to survive the conflict obtains victory. If you are incapacitated during the conflict, your character is removed from the field and cannot re-enter. It pays to be aggressive and eliminate key personnel from the opposition early. Target Healers, Artisans, and Entertainers so that combat personnel can't get their wounds healed. An almost-dead player is as effective as a player at full health. So, a good commander will focus his group's fire on one person at a time, going for quick eliminations.

Battlefields are risk-free ways for players to enjoy the Galactic Civil War in a more structured environment than street warfare. PvE battlefields

are the most user friendly, because players unite to take on NPCs only. This is an excellent way for members of a faction to get to know each other's abilities and practice tactics against moving objects with hostile intent. Practice makes perfect and anybody who is not comfortable going up against players or does not wish to incur a TEF can still participate and have a good time.

PvP battlefields are a gathering spot for players to fight each other with an established set of rules, as opposed to an ambush in a cantina. One side cannot call foul play on the other, because fair teams are established and objectives are set beforehand. Most players favor this to the chaos of random PvP encounters, as victory gives them a greater sense of accomplishment than chasing down a lone warrior. Participating in a battlefield also earns both territorial control of a region and valuable faction points that can be spent on perks.

FACTION PERKS



When you build up a large number of faction points, you can use them to pick up some perks—the rewards for being a loyal faction member. Find your nearest faction recruiter and purchase these

perks from him. Most perks are placed as items in your inventory, although some directly affect your character. Some of the perks are as follows:

The following faction perks can be used when Covert or Overt, anywhere in the game:

1. Access to factional chat channels
2. Military titles (only show when Overt)
3. Faction point spending for training
4. Shuttle pickup ("recall")
5. Purchase of furniture
6. Purchase of uniforms
7. Purchase of weapons
8. Purchase of armor
9. Purchase of schematics
10. A bye on smuggling searches

The following faction perks can be used when Overt or on a battlefield:

11. Wearing of military uniforms
12. Checkout of military gear
13. Checkout of hirelings
14. Building Turrets
15. Rallying the troops
16. Bombardment

PERK DESCRIPTIONS

- Access to factional chat channels. Players can enter the specialized chat channels for Rebel and Imperial chatter. These channels are planet-specific, plus one global one.

- Military titles (only show when Overt). Players can purchase an array of military titles. These titles are listed here in order of increasing cost from the lowest, Private, to the highest, Surface Marshal. They come with the appropriate rank insignia as wearable items on military uniforms.

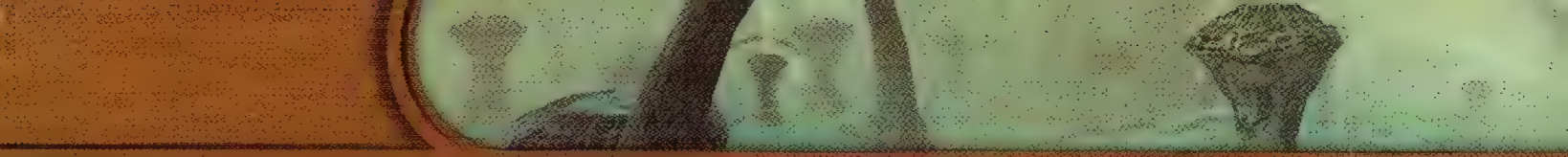
IMPERIAL RANKS

1. Private
2. Corporal
3. Lance Corporal
4. Sergeant
5. Staff Corporal
6. Staff Sergeant
7. Master Sergeant
8. Warrant Officer II
9. Sergeant Major
10. Warrant Officer I
11. First Lieutenant
12. Second Lieutenant
13. Army Captain
14. Major
15. Lieutenant Colonel
16. Colonel
17. High Colonel
18. Brigadier General
19. Major General
20. Lieutenant General
21. General
22. High General
23. Surface Marshal

REBEL RANKS

1. Private
2. Corporal
3. Lance Corporal
4. Sergeant
5. Staff Corporal
6. Staff Sergeant
7. Warrant Officer II
8. Master Sergeant
9. Sergeant Major
10. Warrant Officer I
11. Second Lieutenant
12. First Lieutenant
13. Army Captain
14. Major
15. Lieutenant Colonel
16. Colonel
17. Brigadier General
18. Major General
19. Lieutenant General
20. General
21. High General
22. Surface Marshal

- Faction point spending for training. Players can convert faction points into experience points in any desired experience type to use it for military training in that area. Players can then learn the skill from any standard skill trainer.



PLAYER vs. PLAYER (PvP)

- Shuttle pickup ("recall"). Players purchase a beacon that resides in their inventory or datapad. When used, it summons a shuttle to collect the player and his or her group, and returns them to the spaceport of the city where they are bound.
- Purchase of furniture. Purchases items such as factional banners.
- Purchase of uniforms. Purchases canonical military uniforms, such as flightsuits, Imperial uniforms, etc. These uniforms can be equipped only when Overt, and are automatically unequipped when you return to Covert status.
- Purchase of weapons. Used for purchasing canonical military weapons to military spec that can only be used when Overt.
- Purchase of armor. Purchases canonical armor. This is an Imperial-only perk.
- Purchase of schematics. Purchases the schematics to craft canonical military gear. These schematics can be used while Covert.
- A bye on smuggling searches. A bye for smuggling searches is useful for characters carrying illicit cargo. Confiscated cargo generates no money and can be hazardous to your health, as Han Solo found out. By using this perk, the NPC crew asking to scan your cargo drops the request and asks you to move along.
- Wearing of military uniforms. Military uniforms can be purchased like any other perks and enter your inventory like items. Only Overt members of a faction are allowed this perk. When a uniform is worn, it identifies you as a member of the faction. This perk is a neon sign over your head declaring your faction but that could be a good thing, especially on a battlefield!
- Checkout of military gear. Allows players to summon one of the following types of vehicles/droids (in order of expense):

AT-ST

AT-AT (battlefield only)

Dark Trooper

- Checkout of hirelings. Allows players to summon NPCs of the following types to use as hirelings:

Stormtroopers (Imperial only)

Rebel soldiers (Rebel only)

Compforce soldiers

SpecOps soldiers

- Building Turrets. Players purchase the deed to a Turret. Only an Overt character of that faction can place the Turret. When placed, the Turret fires automatically on Overt enemies and mobile enemies.
- Rallying the troops. Purchases a one-time special move that grants a combat bonus to all fellow faction members within a radius.
- Bombardment. Purchases a one-time special device that summons flying craft to do a planetary bombardment on enemies at the location where the device was used.

This is just a fraction of what eventually will be available to faction members. The more expensive the perk, the more valuable it will be. Some perks don't have readily apparent benefits and should be used in conjunction with other players/perks to gain maximum effectiveness.

PLAYER ASSOCIATIONS AND PVP

It's possible to play **Star Wars Galaxies** without participating in the Galactic Civil War and still do PvP. Player Associations make this possible through a means of declaring a guild war on another guild with mutual consent.

War between associations requires mutual consent—it can't be a unilateral decision. The leader of one PA tells another PA leader that he wants a war. The other leader must agree to this

before the hostilities start. This avoids unfair situations where one association could declare war, then take the other PA unawares.

After two guilds are at war with each other, the PvP encounters work like Rebel versus Imperial, with a few exceptions. All members of Player Associations are Overt to each other, meaning they are fair game wherever they go to the enemy guild. There are no Covert PA members.

Killing a member of an enemy guild, unlike killing an enemy in Rebel vs. Imperial PvP, does not provide your character with faction points. The only reward is the satisfaction of taking out somebody you don't like and the praise of your PA members. There is no limit to the number of PAs that can be at war with one another, so your PA could be fighting the entire galaxy!

DUELING



At any time, challenges to duel may be issued between players. It is up to the challenge recipient to take the first shot. If the challenged takes no action, no duel occurs. After the challenged engages in combat, the dueling continues until one player is laid low or both declare peace. Anybody may challenge anybody else to a duel, even members of the same faction or PA.





APPENDIX

CHAPTER

11



WEAPONS TABLE

UNDERSTANDING THE WEAPONS TABLE

Weapon Type: The table is sorted by type of weapon.

Name: Name of the weapon.

Armor Rating: All weapons have an armor rating of either: 0 (none), 1 (light), 2 (medium), or 3 (heavy). All player crafted armor has an armor rating of 1 (light). If the weapon's rating is the same as the armor being hit, there is no change in the damage calculations. However, if the weapon's rating is higher than the armor's rating, it deals an additional 25% damage for each level higher. Therefore, a weapon with an armor rating of 3 attacking a piece of armor of with a rating of 1 would do an additional 25% damage, followed by an additional 25% damage. So, a blast that hits for 100 base damage would do a total of 156 damage after the rating difference is calculated ($100 \times 1.25 \times 1.25$). On the other hand, if the armor's armor rating is higher



than the weapon's armor rating, the damage taken is reduced by 50% for each higher level. Therefore, a weapon of rating 0, against an armor rating of 2 would do 50% less damage, then an additional 50% less damage. So, a base 100 hit would be reduced to a hit of only 25 ($100 \times .5 \times .5$). Remember however, that up to this point, player crafted armor has a standard rating of 1, but creature's can have armor ratings from 0 to 3.

Damage/Elemental Damage Type:

The types of damage the weapon deals.

Min/Max Damage: Damage output range for the weapon.

Attack Speed: The time (in seconds) that must elapse between successive attacks with the weapon.

Zero Range Modifier: The accuracy bonus or penalty when using the weapon at point blank range.

Mid Range/Mid Range Modifier: The weapon's mid range and the accuracy bonus or penalty applied to your attack when attacking at that range.

APPENDIX: WEAPONS TABLE

NOTE

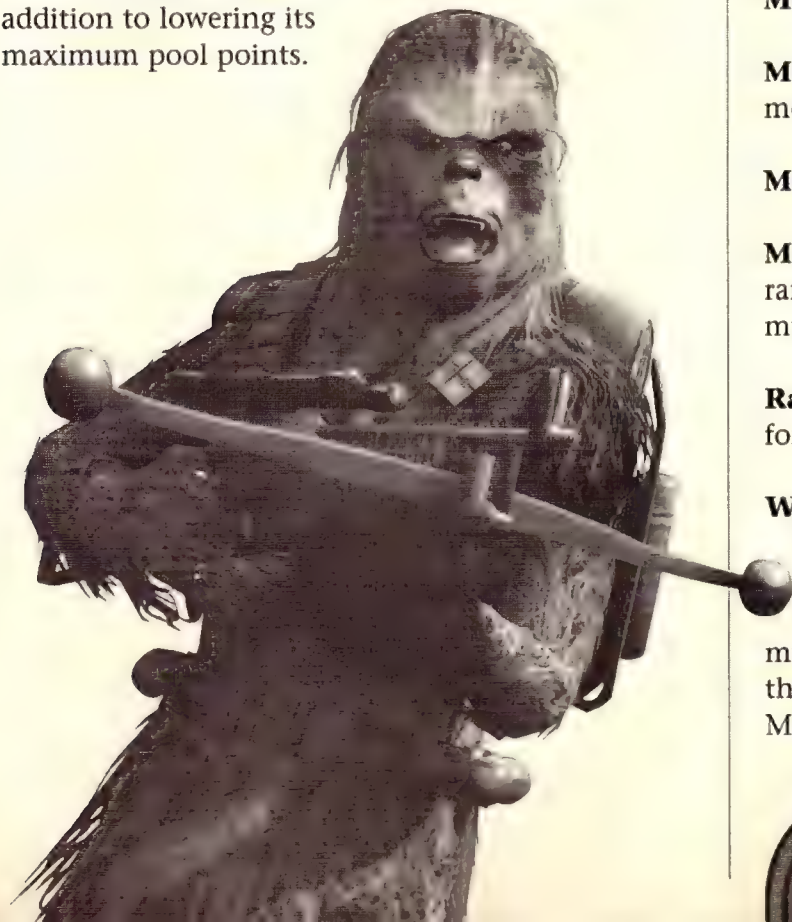
The following fields deal with statistic ranges that crafters will find useful as crafted weapons cannot be created with stats that fall outside the listed minimums and maximums.

Max Range/Max Range Modifier:

The weapon's max range and the accuracy bonus or penalty applied to your attack when attacking at that range.

DamRadius: If the weapon has an area of effect, such as a grenade, this is its damage radius.

Wound%: The weapon's percent chance to inflict a wound on the target. Remember that wounds cause the target to bleed in addition to lowering its maximum pool points.



Health/Action/Mind: There is no HAM cost for using a weapon in conjunction with a default attack. Rather, multiply these costs by the HAM modifiers found in the Special Moves table (in the "Combat" chapter) to get the total cost involved in performing a special move with the listed weapon.

MinDam: Minimum damage range.

MaxDam: Maximum damage range

Speed: The craftable speed range. Speed refers to how many seconds must elapse between swings/shots, not how many swings occur per second. Therefore, the lower the number, the better the weapon with regard to speed.

Damage/Minute: 60 seconds, divided by the attack speed, multiplied by the average damage.

ORngMod: Minimum and maximum range modifier when the weapon is fired at point blank range.

MidRng: Minimum and maximum mid-range.

MidRngMod: Minimum and maximum range modifier when the weapon is fired at mid range.

MaxRng: Min and max maximum range.

MaxRngMod: Minimum and maximum range modifier when the weapon is fired at maximum range.

Radius: Minimum and maximum area of effect for weapons with "splash" damage.

Wound: Minimum and Maximum percent chances to inflict a wound with a successful hit.

Health/Action/Mind: Minimum and maximum HAM costs when a Special Move is used with the weapon (multiply these numbers by the Special Move modifier to get the total HAM cost).

MELEE WEAPONS

WeaponType	Name	Armor Rating	DamType	MinDam	MaxDam	AttackSpeed	ZeroRangeMod	MidRange	MidRangeMod	MaxRange	MaxRangeMod	DamRadius	Wound%	Health	Action
1H Melee	dagger (Twi'lek)	0	kinetic	20	45	3	25	3	25	4	25	0	9	6	29
1H Melee	gaderiffi baton	0	kinetic	70	140	4.5	-10	3	-10	5	-10	0	16	47	26
1H Melee	rantok sword	0	kinetic	45	150	3.3	10	3	10	3	10	0	20	27	40
1H Melee	Ryyk blade	0	kinetic	25	140	3.3	-15	3	-15	4	-15	0	22	39	30
1H Melee	stone knife	0	kinetic	20	30	3.5	5	3	5	4	5	0	6	5	12
1H Melee	stone knife (noob)	0	kinetic	7	47	3	-6	1	-10	4	-10	0	7	11	17
1H Melee	stun baton	0	stun	40	75	3.2	0	2	0	4	0	0	2	10	38
1H Melee	survival knife	0	kinetic	20	40	3.25	30	3	30	4	30	0	8	7	22
1H Melee	sword 01	0	kinetic	20	90	3.5	10	3	10	4	10	0	14	22	22
1H Melee	sword 01 (noob)	0	kinetic	15	95	4	-7	3	-5	4	-5	0	4	10	15
1H Melee	sword 02	0	kinetic	25	100	3.1	5	3	5	4	5	0	18	18	40
1H Melee	vibroblade	1	kinetic	15	85	3.25	5	3	5	4	5	0	12	10	36
2H Melee	lightsaber	2	energy	70	190	1.8	20	3	15	5	5	0	12	5	5
2H Melee	batleaxe	0	kinetic	75	125	4.5	5	5	5	5	5	0	17	42	15
2H Melee	cleaver	1	kinetic	50	150	4.1	-15	5	-15	5	-15	0	27	38	35
2H Melee	katana	0	kinetic	15	160	3.5	-5	5	-5	5	-5	0	21	21	50
2H Melee	maul	2	blast	75	335	6.5	-35	5	-35	5	-35	0	15	95	25
2H Melee	heavy duty axe	0	kinetic	35	140	5	0	3	0	5	0	0	15	35	25
2H Melee	scythe	1	kinetic	40	210	4.7	10	5	10	5	10	0	30	31	76
2H Melee	vibro-axe	1	kinetic	75	175	5	-20	3	-20	5	-20	0	20	65	40
Polearm	controllerfp lance	0	kinetic	10	190	5.15	10	3	10	5	10	0	14	20	45
Polearm	staff metal lance	0	kinetic	80	110	5	0	3	0	5	0	0	7	51	30
Polearm	staff wood s1	0	kinetic	35	80	4.75	20	3	20	5	20	0	5	15	38
Polearm	staff wood s2	0	kinetic	40	85	4.75	10	3	10	5	10	0	5	20	38
Polearm	vibro-axe polearm	2	kinetic	70	280	5	-50	3	-50	4	-50	0	33	70	55
Polearm	vibro lance	1	electrical	60	220	4.5	-30	3	-30	4	-30	0	20	45	65
Unarmed	vibroknuckler	1	kinetic	10	85	2.75	10	1	10	3	10	0	8	15	25

APPENDIX: WEAPONS TABLE

Mind	MinDam	MaxDam	Speed	Dam/min	DRngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	Radius	Wound	Health	Action	Mind
6	14-26	31.5-58.5	3.9-2.7	650	17.5-32.5	2.1-3.9	17.5-32.5	2.8-5.2	17.5-32.5	—	11.7-6.3	7.8-4.2	37.7-20.3	7.8-4.2
10	49-91	98-182	5.85-4.05	1,400	-7 to -13	2.1-3.9	-7 to -13	3.5-6.5	-7 to -13	—	20.8-11.2	61.1-32.9	33.8-18.2	13-7
25	31.5-58.5	105-195	4.29-2.97	1,773	7-13	2.1-3.9	7-13	2.1-3.9	7-13	—	26-14	35.1-18.9	52-28	32.5-17.5
25	17.5-32.5	98-182	4.29-2.97	1,500	-10.5 to -19.5	2.1-3.9	-10.5 to -19.5	2.8-5.2	-10.5 to -19.5	—	28.6-15.4	50.7-27.3	39-21	32.5-17.5
5	14-26	21-39	4.55-3.15	429	3.5-6.5	2.1-3.9	3.5-6.5	2.8-5.2	3.5-6.5	—	7.8-4.2	6.5-3.5	15.6-8.4	6.5-3.5
11	4.9-9.1	32.9-61.1	3.9-2.7	540	-4.2 to -7.8	0.7-1.3	-7 to -13	2.8-5.2	-7 to -13	—	9.1-4.9	14.3-7.7	22.1-11.9	14.3-7.7
32	28-52	52.5-97.5	4.16-2.88	1,078	0-0	1.4-2.6	0-0	2.8-5.2	0-0	—	2.6-1.4	13-7	49.4-26.6	41.6-22.4
5	14-26	28-52	4.225-2.925	554	21-39	2.1-3.9	21-39	2.8-5.2	21-39	—	10.4-5.6	9.1-4.9	28.6-15.4	6.5-3.5
22	14-26	63-117	4.55-3.15	943	7-13	2.1-3.9	7-13	2.8-5.2	7-13	—	18.2-9.8	28.6-15.4	28.6-15.4	28.6-15.4
20	10.5-19.5	66.5-123.5	5.2-3.6	825	-4.9 to -9.1	2.1-3.9	-3.5 to -6.5	2.8-5.2	-3.5 to -6.5	—	5.2-2.8	13-7	19.5-10.5	26-14
25	17.5-32.5	70-130	4.03-2.79	1,210	3.5-6.5	2.1-3.9	3.5-6.5	2.8-5.2	3.5-6.5	—	23.4-12.6	23.4-12.6	52-28	32.5-17.5
10	10.5-19.5	59.5-110.5	4.225-2.925	923	3.5-6.5	2.1-3.9	3.5-6.5	2.8-5.2	3.5-6.5	—	15.6-8.4	13-7	46.8-25.2	13-7
5	49-91	133-247	2.34-1.62	4,333	14-26	2.1-3.9	10.5-19.5	3.5-6.5	3.5-6.5	—	15.6-8.4	6.5-3.5	6.5-3.5	6.5-3.5
10	52.5-97.5	87.5-162.5	5.85-4.05	1,333	3.5-6.5	3.5-6.5	3.5-6.5	3.5-6.5	3.5-6.5	—	22.1-11.9	54.6-29.4	19.5-10.5	13-7
20	35-65	105-195	5.33-3.69	1,463	-10.5 to -19.5	3.5-6.5	-10.5 to -19.5	3.5-6.5	-10.5 to -19.5	—	35.1-18.9	49.4-26.6	45.5-24.5	26-14
25	10.5-19.5	112-208	4.55-3.15	1,500	-3.5 to -6.5	3.5-6.5	-3.5 to -6.5	3.5-6.5	-3.5 to -6.5	—	27.3-14.7	27.3-14.7	65-35	32.5-17.5
10	52.5-97.5	234.5-435.5	8.45-5.85	1,892	-24.5 to -45.5	3.5-6.5	-24.5 to -45.5	3.5-6.5	-24.5 to -45.5	—	19.5-10.5	123.5-66.5	32.5-17.5	13-7
10	24.5-45.5	98-182	6.5-4.5	1,050	0-0	2.1-3.9	0-0	3.5-6.5	0-0	—	19.5-10.5	45.5-24.5	32.5-17.5	13-7
31	28-52	147-273	6.11-4.23	1,596	7-13	3.5-6.5	7-13	3.5-6.5	7-13	—	39-21	40.3-21.7	98.8-53.2	40.3-21.7
15	52.5-97.5	122.5-227.5	6.5-4.5	1,500	-14 to -26	2.1-3.9	-14 to -26	3.5-6.5	-14 to -26	—	26-14	84.5-45.5	52-28	19.5-10.5
22	7-13	133-247	6.695-4.635	1,165	7-13	2.1-3.9	7-13	3.5-6.5	7-13	—	18.2-9.8	26-14	58.5-31.5	28.6-15.4
15	56-104	77-143	6.5-4.5	1,140	0-0	2.1-3.9	0-0	3.5-6.5	0-0	—	9.1-4.9	66.3-35.7	39-21	19.5-10.5
15	24.5-45.5	56-104	6.175-4.275	726	14-26	2.1-3.9	14-26	3.5-6.5	14-26	—	6.5-3.5	19.5-10.5	49.4-26.6	19.5-10.5
15	28-52	59.5-110.5	6.175-4.275	789	7-13	2.1-3.9	7-13	3.5-6.5	7-13	—	6.5-3.5	26-14	49.4-26.6	19.5-10.5
22	49-91	196-364	6.5-4.5	2,100	-35 to -65	2.1-3.9	-35 to -65	2.8-5.2	-35 to -65	—	42.9-23.1	91-49	71.5-38.5	28.6-15.4
22	42-78	154-286	5.85-4.05	1,867	-21 to -39	2.1-3.9	-21 to -39	2.8-5.2	-21 to -39	—	26-14	58.5-31.5	84.5-45.5	28.6-15.4
15	7-13	59.5-110.5	3.575-2.475	1,036	7-13	0.7-1.3	7-13	2.1-3.9	7-13	—	10.4-5.6	19.5-10.5	32.5-17.5	19.5-10.5

RANGED WEAPONS

WeaponType	Name	Armor Rating	DamType	MinDam	MaxDam	AttackSpeed	ZeroRangeMod	MidRange	MidRangeMod	MaxRange	MaxRangeMod	DamRadius	Wound%	Health	Action
Carbine	DH17 carbine	0	energy	40	115	3.5	-35	35	15	64	-60	0	9	19	27
Carbine	DH17 snub-nosed carbine	0	energy	40	115	3.5	-25	25	0	64	-80	0	9	22	24
Carbine	DXR6 carbine	1	acid	90	110	4.6	-20	22	0	64	-80	0	15	25	40
Carbine	E11 carbine	1	energy	40	95	3.3	-40	30	0	64	-80	0	10	25	32
Carbine	EE3 carbine	0	heat	50	130	4.1	-25	27	0	64	-80	3	7	34	28
Carbine	elite carbine	1	energy	80	125	4.1	-35	40	10	64	-50	0	12	25	40
Carbine	laser carbine	2	energy	10	185	4.6	-45	50	5	64	-40	0	10	22	36
Pistol	CDEF pistol	0	energy	25	50	3.5	0	15	50	64	-80	0	4	10	15
Pistol	CDEF pistol (noob)	0	energy	50	80	4	-10	15	30	64	-90	0	7	10	20
Pistol	D18 pistol	0	energy	15	60	3	-5	15	35	64	-60	0	6	10	24
Pistol	DH17 pistol	0	energy	50	75	3.2	-20	20	10	64	-60	0	10	18	31
Pistol	DL44 metal pistol	0	energy	20	100	3.4	-12	5	15	64	-80	0	7	10	29
Pistol	DL44 pistol	0	energy	20	90	3.4	-10	8	25	64	-80	0	7	10	27
Pistol	DX2 pistol	0	acid	60	90	3.5	25	8	-30	64	-90	0	12	20	35
Pistol	FWG5 pistol	0	heat	20	100	3.5	0	20	20	64	-70	0	9	10	31
Pistol	power5 pistol	0	energy	25	125	3.6	-12	10	5	64	-70	0	10	14	33
Pistol	scout blaster pistol	0	energy	35	80	3.1	20	19	0	64	-90	0	7	10	20
Pistol	scombat pistol	1	energy	45	100	3.75	5	12	-20	48	-80	0	13	23	36
Pistol	striker pistol (noob)	0	energy	20	85	5	-10	20	0	64	-80	0	10	10	20
Pistol	striker striker	0	kinetic	35	60	3.4	-10	20	10	64	-70	0	10	10	26
Pistol	tangle pistol	0	stun	45	55	3.7	0	10	-10	48	-80	0	3	12	25
Rifle	E11 rifle	2	energy	80	120	5.25	-70	50	30	64	-50	0	10	12	20
Rifle	howcaster rifle	0	energy	110	180	6.3	-30	45	0	64	-80	0	13	26	26
Rifle	DLT20 rifle	0	energy	95	130	6	-70	60	30	64	-50	0	9	12	20
Rifle	DLT20a rifle	0	energy	95	130	6	-50	45	20	64	-50	0	9	12	25
Rifle	Jawa ion rifle	1	stun	80	150	6.5	-50	40	0	64	-80	0	4	12	25
Rifle	laser rifle	2	energy	10	290	6.75	-80	60	20	64	-50	0	10	12	20
Rifle	laser rifle (noob)	0	energy	65	155	4	-30	52	10	64	-60	0	7	12	20
Rifle	SG82 rifle	0	cold	100	130	5.8	-50	35	15	64	-50	0	14	22	20
Rifle	spraystick	0	energy	10	110	2.3	-20	30	0	64	-60	2	17	12	36
Rifle	T21 rifle	3	energy	150	425	9	-90	60	0	64	-10	0	22	35	30
Rifle	Tusken rifle	1	kinetic	100	150	7	-60	60	20	64	-50	0	9	10	18
Thrown	cryoban grenade	1	cold	20	250	7	-10	20	15	32	-30	8	10	40	100
Thrown	fallback grenade	0	blast	98	200	2.3	-10	20	15	32	-30	6	10	19	10
Thrown	fragmentation grenade	1	blast	50	300	4	-10	20	15	32	-30	10	10	80	80
Thrown	glop grenade	0	acid	100	350	5	-10	20	15	32	-30	4	10	100	40
Thrown	Imperial detonator grenade	3	blast	100	550	6	-10	20	15	32	-30	6	10	125	125
Thrown	light fragmentation grenade	0	blast	50	150	4	-10	20	15	32	-30	8	10	50	50
Thrown	proton grenade	2	heat	100	300	10	-10	20	15	32	-30	15	10	30	75
Thrown	thermal detonator	1	blast	100	400	5	-10	20	15	32	-30	10	10	75	75

APPENDIX: WEAPONS TABLE

Mind	MinDam	MaxDam	Speed	Dam/min	ORngMod	MidRng	MidRngMod	MaxRng	MaxRngMod	Radius	Wound	Health	Action	Mind
12	28-52	80.5-149.5	4.55-3.15	1,329	-24.5 to -45.5	24.5-45.5	10.5-19.5	44.8-83.2	-42 to -78	—	11.7-6.3	24.7-13.3	35.1-18.9	15.6-8.4
12	28-52	80.5-149.5	4.55-3.15	1,329	-17.5 to -32.5	17.5-32.5	0-0	44.8-83.2	-56 to -104	—	11.7-6.3	28.6-15.4	31.2-16.8	15.6-8.4
19	63-117	77-143	5.98-4.14	1,304	-14 to -26	15.4-28.6	0-0	44.8-83.2	-56 to -104	—	19.5-10.5	32.5-17.5	52-28	24.7-13.3
15	28-52	66.5-123.5	4.29-2.97	1,227	-28 to -52	21-39	0-0	44.8-83.2	-56 to -104	—	13-7	32.5-17.5	41.6-22.4	19.5-10.5
15	35-65	91-169	5.33-3.69	1,317	-17.5 to -32.5	18.9-35.1	0-0	44.8-83.2	-56 to -104	2.1-3.9	9.1-4.9	44.2-23.8	36.4-19.6	19.5-10.5
20	56-104	87.5-162.5	5.33-3.69	1,500	-24.5 to -45.5	28-52	7-13	44.8-83.2	-35 to -65	—	15.6-8.4	32.5-17.5	52-28	26-14
15	7-13	129.5-240.5	5.98-4.14	1,272	-31.5 to -58.5	35-65	3.5-6.5	44.8-83.2	-28 to -52	—	13-7	28.6-15.4	46.8-25.2	19.5-10.5
10	17.5-32.5	35-65	4.55-3.15	643	0-0	10.5-19.5	35-65	44.8-83.2	-56 to -104	—	5.2-2.8	13-7	19.5-10.5	13-7
10	35-65	56-104	5.2-3.6	975	-7 to -13	10.5-19.5	21-39	44.8-83.2	-63 to -117	—	9.1-4.9	13-7	26-14	13-7
10	10.5-19.5	42-78	3.9-2.7	750	-3.5 to -6.5	10.5-19.5	24.5-45.5	44.8-83.2	-42 to -78	—	7.8-4.2	13-7	31.2-16.8	13-7
10	35-65	52.5-97.5	4.16-2.88	1,172	-14 to -26	14-26	7-13	44.8-83.2	-42 to -78	—	13-7	23.4-12.6	40.3-21.7	13-7
10	14-26	70-130	4.42-3.06	1,059	-8.4 to -15.6	3.5-6.5	10.5-19.5	44.8-83.2	-56 to -104	—	9.1-4.9	13-7	37.7-20.3	13-7
10	14-26	63-117	4.42-3.06	971	-7 to -13	5.6-10.4	17.5-32.5	44.8-83.2	-56 to -104	—	9.1-4.9	13-7	35.1-18.9	13-7
13	42-78	63-117	4.55-3.15	1,286	17.5-32.5	5.6-10.4	-21 to -39	44.8-83.2	-63 to -117	—	15.6-8.4	26-14	45.5-24.5	16.9-9.1
15	14-26	70-130	4.55-3.15	1,029	0-0	14-26	14-26	44.8-83.2	-49 to -91	—	11.7-6.3	13-7	40.3-21.7	19.5-10.5
13	17.5-32.5	87.5-162.5	4.68-3.24	1,250	-8.4 to -15.6	7-13	3.5-6.5	44.8-83.2	-49 to -91	—	13-7	18.2-9.8	42.9-23.1	16.9-9.1
10	24.5-45.5	56-104	4.03-2.79	1,113	14-26	13.3-24.7	0-0	44.8-83.2	-63 to -117	—	9.1-4.9	13-7	26-14	13-7
13	31.5-58.5	70-130	4.875-3.375	1,160	3.5-6.5	8.4-15.6	-14 to -26	33.6-62.4	-56 to -104	—	16.9-9.1	29.9-16.1	46.8-25.2	16.9-9.1
10	14-26	59.5-110.5	6.5-4.5	630	-7 to -13	14-26	0-0	44.8-83.2	-56 to -104	—	13-7	13-7	26-14	13-7
17	24.5-45.5	42-78	4.42-3.06	838	-7 to -13	14-26	7-13	44.8-83.2	-49 to -91	—	13-7	13-7	33.8-18.2	22.1-11.9
20	31.5-58.5	38.5-71.5	4.81-3.33	811	0-0	7-13	-7 to -13	33.6-62.4	-56 to -104	—	3.9-2.1	15.6-8.4	32.5-17.5	26-14
33	42-78	84-156	6.825-4.725	1,029	-49 to -91	35-65	21-39	44.8-83.2	-35 to -65	—	13-7	15.6-8.4	26-14	42.9-23.1
37	77-143	126-234	8.19-5.67	1,381	-21 to -39	31.5-58.5	0-0	44.8-83.2	-56 to -104	—	16.9-9.1	33.8-18.2	33.8-18.2	48.1-25.9
25	66.5-123.5	91-169	7.8-5.4	1,125	-49 to -91	42-78	21-39	44.8-83.2	-35 to -65	—	11.7-6.3	15.6-8.4	26-14	32.5-17.5
22	66.5-123.5	91-169	7.8-5.4	1,125	-35 to -65	31.5-58.5	14-26	44.8-83.2	-35 to -65	—	11.7-6.3	15.6-8.4	32.5-17.5	28.6-15.4
40	56-104	105-195	8.45-5.85	1,062	-35 to -65	28-52	0-0	44.8-83.2	-56 to -104	—	5.2-2.8	15.6-8.4	32.5-17.5	52-28
52	7-13	203-377	8.775-6.075	1,333	-56 to -104	42-78	14-26	44.8-83.2	-35 to -65	—	13-7	15.6-8.4	26-14	67.6-36.4
25	45.5-84.5	108.5-201.5	5.2-3.6	1,650	-21 to -39	36.4-67.6	7-13	44.8-83.2	-42 to -78	—	9.1-4.9	15.6-8.4	26-14	32.5-17.5
37	70-130	91-169	7.54-5.22	1,190	-35 to -65	24.5-45.5	10.5-19.5	44.8-83.2	-35 to -65	—	18.2-9.8	28.6-15.4	26-14	48.1-25.9
36	7-13	77-143	2.99-2.07	1,565	-14 to -26	21-39	0-0	44.8-83.2	-42 to -78	1.4-2.6	22.1-11.9	15.6-8.4	46.8-25.2	46.8-25.2
64	105-195	297.5-552.5	11.7-8.1	1,917	-63 to -117	42-78	0-0	44.8-83.2	-7 to -13	—	28.6-15.4	45.5-24.5	39-21	83.2-44.8
42	70-130	105-195	9.1-6.3	1,071	-42 to -78	42-78	14-26	44.8-83.2	-35 to -65	—	11.7-6.3	13-7	23.4-12.6	54.6-29.4
15	14-26	175-325	9.1-6.3	1,157	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	5.6-10.4	13-7	52-28	130-70	19.5-10.5
23	68.6-127.4	140-260	2.99-2.07	3,887	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	4.2-7.8	13-7	24.7-13.3	13-7	29.9-16.1
15	35-65	210-390	5.2-3.6	2,625	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	7-13	13-7	104-56	104-56	19.5-10.5
15	70-130	245-455	6.5-4.5	2,700	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	2.8-5.2	13-7	130-70	52-28	19.5-10.5
50	70-130	385-715	7.8-5.4	3,250	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	4.2-7.8	13-7	162.5-87.5	162.5-87.5	65-35
10	35-65	105-195	5.2-3.6	1,500	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	5.6-10.4	13-7	65-35	65-35	13-7
65	70-130	210-390	13-9	1,200	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	10.5-19.5	13-7	39-21	97.5-52.5	84.5-45.5
35	70-130	280-520	6.5-4.5	3,000	-7 to -13	14-26	10.5-19.5	22.4-41.6	-21 to -39	7-13	13-7	97.5-52.5	97.5-52.5	45.5-24.5

UNDERSTANDING THE ARMOR TABLE

Armor/Layer: The name of the armor. If there are layers listed, the number refers to how many protective layers can be added to the armor during the crafting process. An armorsmith can add protective layers to an armor piece to increase its generic effectiveness as well as its effectiveness against specific damage types. The specific damage types that can be altered during the crafting process are highlighted in the table.

NOTE

For damage resistance and vulnerability, only generic effectiveness and those numbers that are highlighted in the table can be tweaked by armorsmiths.

Generic Effectiveness: Refers to the percentage of damage absorbed by the armor. If you are wearing bone armor and are hit by a weapon that deals electrical damage, the armor would absorb 10 percent of that damage. Generic effectiveness can be tweaked by the armorsmith at creation.

ARMOR TABLE

Armor	Generic Effectiveness	Heat	Cold	Electrical	Acid	Blast	Energy	Kinetic	Stun	Integrity	Chest Health	Chest Action	Chest Mind	Helmet Health	Helmet Action
Bone (0 layers)	10	0	0	+	0	0	20	0	0	7,500–12,500	13.5–56.25	13.5–22.5	2.25–3.75	3.375–5.625	4.5–7.5
Chitin (0 layers)	15	0	0	0	+	+	+	25	0	15,000–25,000	22.5–125	22.5–37.5	9.375–15.625	7.5–12.5	7.5–12.5
Composite (3 layers)	20	+	+	+	+	+	+	+	0	30,000–50,000	39.375–250	39.375–65.625	15–25	15–25	13.125–21.875
Mandalorian	25	+	0	0	+	35	+	+	0	30,000–50,000	42.1875–218.75	42.1875–70.3125	14.0625–23.4375	13.125–21.875	14.0625–23.4375
Marauder	15	+	0	0	+	+	+	25	0	22,500–37,500	16.875–156.25	16.875–28.125	7.5–12.5	9.375–15.625	5.625–9.375
Marine	30	0	+	+	0	+	+	+	0	33,750–56,250	36.5625–187.5	36.5625–60.9375	14.0625–23.4375	11.25–18.75	12.1875–20.3125
Padded (2 layers)	15	0	+	+	0	25	+	+	0	18,750–31,250	39.375–171.875	39.375–65.625	14.0625–23.4375	10.3125–17.1875	13.125–21.875
Padded Impact	15	0	+	+	0	30	+	40	0	22,500–37,500	39.375–187.5	39.375–65.625	14.0625–23.4375	11.25–18.75	13.125–21.875
Stormtrooper	30	+	0	0	+	+	+	+	0	33,750–56,250	36.5625–187.5	36.5625–60.9375	14.0625–23.4375	11.25–8.75	12.1875–20.3125
Stormtrooper Blast	10	+	0	0	+	45	+	+	0	33,750–56,250	42.1875–187.5	42.1875–70.3125	14.0625–23.4375	11.25–18.75	14.0625–23.4375
Tantel (1 layer)	10	+	+	0	0	0	20	+	0	11,250–18,750	19.6875–93.75	19.6875–32.8125	5.25–8.75	5.625–9.375	6.5625–10.9375
Ubese (1 layer)	15	0	0	+	+	+	+	20	0	15,000–25,000	25.3125–109.375	25.3125–42.1875	11.25–18.75	6.5625–10.9375	8.4375–14.0625
Zam Wesell	10	20	+	+	0	5	0	+	0	11,25–18,750	6.75–75	6.75–11.25	3.375–5.625	4.5–7.5	2.25–3.75
Personal Shield Generator Mk.1	10	+	+	+	0	0	20	0	+	1875–3125	0–0	0–0	0–0	0–0	0–0
Personal Shield Generator Mk.2	15	+	+	+	0	0	30	0	+	937.5–1562.5	0–0	0–0	0–0	0–0	0–0
Personal Shield Generator Mk.3	20	+	+	+	0	0	40	0	+	468.75–781.25	0–0	0–0	0–0	0–0	0–0

APPENDIX: ARMOR TABLE

Damage Types: If a number is listed under a specific damage type, that number (a percentage) is used instead of the generic effectiveness when calculating damage absorption. If a zero is listed under a specific damage type, you receive no protection whatsoever against that damage type (not even the generic effectiveness rating). If a "+" is listed under a specific damage type, refer to the generic effectiveness for the damage absorption percentage. Finally, if the number listed under a specific damage type is highlighted, it can be tweaked by an armorsmith.

Integrity: The armor's "hit points" expressed in a craftable range

HAM Cost: The HAM cost associated with equipping a piece of armor are listed in a craftable range.



Helmet Mind	Gloves/Boots/Biceps Heal	Gloves/Boots/Biceps Action	Gloves/Boots/Biceps Mind	Leggings Health	Leggings Action	Leggings Mind	Bracers Health	Bracers Action	Bracers Mind
27-45	3.375-5.625	9-15	2.25-3.75	10.125-16.875	36-60	2.25-3.75	3.375-5.625	4.5-7.5	2.25-3.75
112.5-187.5	7.5-12.5	15-25	9.375-15.625	22.5-37.5	60-100	9.375-15.625	7.5-12.5	7.5-12.5	9.375-15.625
180-300	15-25	26.25-43.75	15-25	45-75	105-175	15-25	15-25	13.125-21.875	15-25
168.75-281.25	13.125-21.875	28.125-46.875	14.0625-23.4375	39.375-65.625	112.5-187.5	14.0625-23.4375	13.125-21.875	14.0625-23.4375	14.0625-23.4375
90-150	9.375-15.625	11.25-18.75	7.5-12.5	28.125-46.875	45-75	7.5-12.5	9.375-15.625	5.625-9.375	7.5-12.5
168.75-281.25	11.25-18.75	24.375-40.625	14.0625-23.4375	33.75-56.25	97.5-162.5	14.0625-23.4375	11.25-18.75	12.1875-20.3125	14.0625-23.4375
168.75-281.25	10.3125-17.1875	26.25-43.75	14.0625-23.4375	30.9375-51.5625	105-175	14.0625-23.4375	10.3125-17.1875	13.125-21.875	14.0625-23.4375
168.75-281.25	11.25-18.75	26.25-43.75	14.0625-23.4375	33.75-56.25	105-175	14.0625-23.4375	11.25-18.75	13.125-21.875	14.0625-23.4375
168.75-281.25	11.25-8.75	24.375-40.625	14.0625-23.4375	33.75-56.25	97.5-162.5	14.0625-23.4375	11.25-18.75	12.1875-20.3125	14.0625-23.4375
168.75-281.25	11.25-18.75	28.125-46.875	14.0625-23.4375	33.75-56.25	112.5-187.5	14.0625-23.4375	11.25-18.75	14.0625-23.4375	14.0625-23.4375
63-105	5.625-9.375	13.125-21.875	5.25-8.75	16.875-28.125	52.5-87.5	5.25-8.75	5.625-9.375	6.5625-10.9375	5.25-8.75
135-225	6.5625-10.9375	16.875-28.125	11.25-18.75	19.6875-32.8125	67.5-112.5	11.25-18.75	6.5625-10.9375	8.4375-14.0625	11.25-18.75
40.5-67.5	4.5-7.5	4.5-7.5	3.375-5.625	13.5-22.5	18-30	3.375-5.625	4.5-7.5	2.25-3.75	3.375-5.625
0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0

CREATURE TABLES

MAKING SENSE OF THE CREATURE TABLES

Creature Name: The name of the creature as it appears in-game.

Level: More of a difficulty rating than a level. Although there is no way to tell the exact level of a player character, it is helpful to note that they range in level from 5 to 25. Therefore, the only way to ascertain a creature's toughness, relative to that of a player character, is by paying attention to the "conning" icon that appears next to the status bar of a selected target.

Social Group: Denotes what social group the creature belongs to. For those of you versed in MMORPG speak, read Social Group as "faction."

PvP Faction: Denotes which Player Versus Player faction the creature belongs to, either Rebel or Imperial.

Health: The total Health (hit points) a creature has.

Action: The total Action points in the creature's Action pool.

Mind: The total Mind points in the creature's Mind pool.

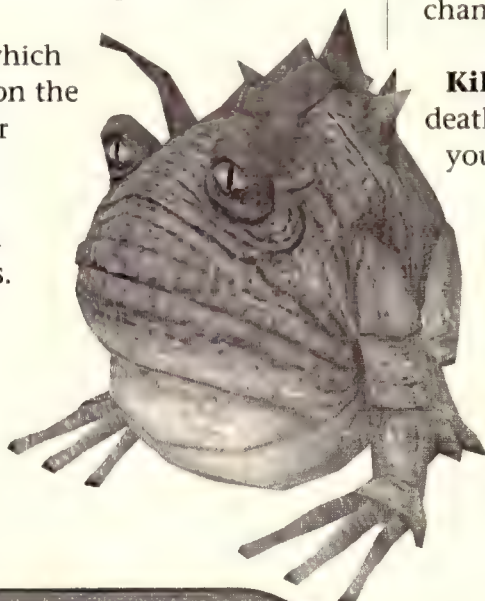
Min Damage/Max Damage: Damage per attack.

Ranged Attack: "Yes" denotes the creature has a ranged attack.

To Hit Chance: The creature's base chance to hit a player.

XP: The amount of Combat Experience the creature is worth if killed. Note: These values were under scrutiny at press time and may have changed.

Killer: A creature that is a killer will perform a deathblow on you. Non-killers will incapacitate you, but not finish you.



APPENDIX: CREATURE TABLES

Stalker: Stalkers do not attack you on sight, rather, they follow you and jump you a bit later.

Pack: Pack creatures assist any member of their social group in combat (think "bring a friend").

Herd: Herd creatures move in groups, but do NOT assist each other. If dispersed, they come back together.

Aggro: Aggressive creatures attack on sight regardless of the player's behavior. Note that almost any creature can be driven to attacking a player if pushed to far (approaching or attacking its lair for example), but aggressive creatures don't need a reason.

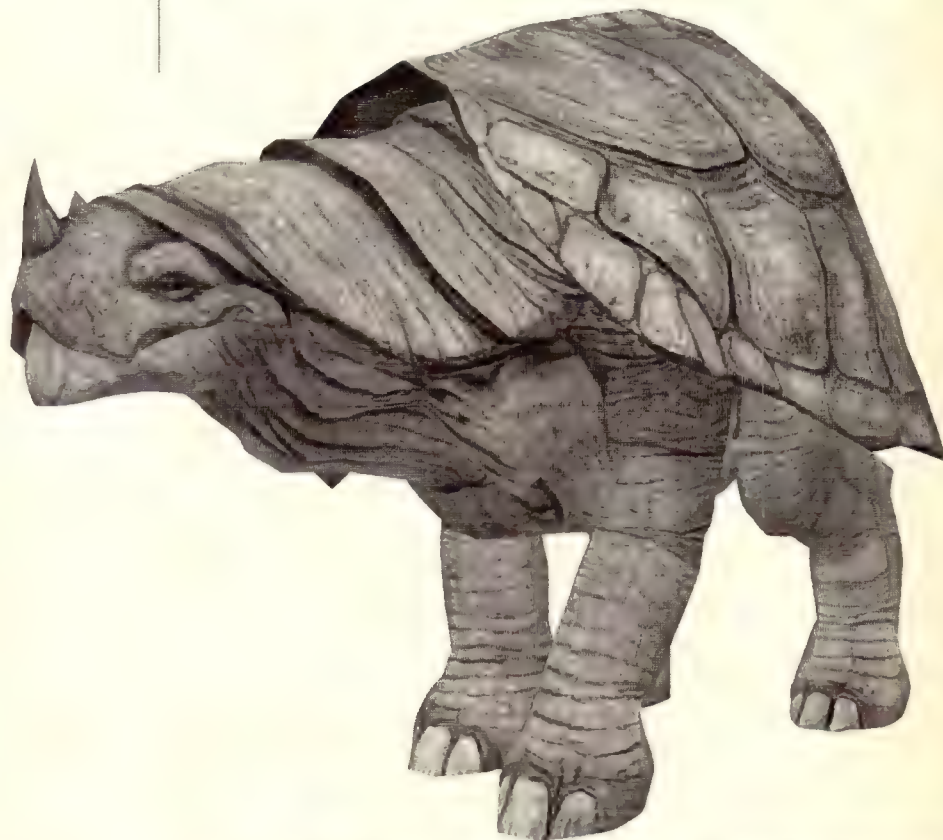
Can Tame: Points to creatures that can be tamed by Creature Handlers.

Invulnerable: Yes denotes the creature or NPC is invulnerable.

Creature Special Attack: Description of a creature's special attacks (if any).

NOTE

Don't think that just because you found Bobba Fett, Chewbacca, or Han Solo you can defeat them. Known characters from the *Star Wars* universe are invulnerable and do not appear in this table.



GLOBAL

These creatures/NPCs are not bound to a particular planet.

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
alliance intelligence case officer	12	Rebel	Rebel	750-1,250	750-1,250	750-1,250	55-60	—
area coordinator	3	Rebel	Rebel	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
artisan	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
assassin	18	mercenary	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
assault trooper	16	Imperial	Imperial	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
astromech waiter	3	astromech	—	56-93.75	56.25-93.75	56.25-93.75	20-25	—
AT-AT	250	Imperial	Imperial	13,725-22,875	13,725-22,875	13,725-22,875	1,296.75-1,358.5	—
AT-ST	125	Imperial	Imperial	9,037.5-15,062.5	9,037.5-15,062.5	9,037.5-15,062.5	640.5-671	—
bandit	4	bandit	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
bartender	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
bith sniper	9	bith	—	450-750	450-750	450-750	45-50	—
bodyguard	3	mercenary	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
bombardier	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
bothan diplomat	3	spynet	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
bothan information broker	3	spynet	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
bounty hunter	19	mercenary	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
brawler	2	mercenary	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
brigand	4	brigand	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
brigand assassin	17	brigand	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
brigand leader	19	brigand	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
brigand scout	13	brigand	—	825-1,375	825-1,375	825-1,375	60-65	—
businessman	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
C-3PO	20	Rebel	Rebel	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
chadra fan assassin	19	chadra fan	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
chadra fan thief	8	chadra fan	—	450-750	450-750	450-750	45-50	—
CLL-8 binary load lifter	10	loadlifter	—	750-1,250	750-1,250	750-1,250	55-60	—
comm operator	4	Rebel	Rebel	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
command security guard	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
Commander Byme	13	Imperial	Imperial	825-1,375	825-1,375	825-1,375	60-65	—
commando	15	mercenary	—	975-1,625	975-1,625	975-1,625	70-75	—
common thief	6	thug	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
commoner	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
compforce trooper	11	Imperial	Imperial	525-875	525-875	525-875	50-55	—
Corporal Sova	7	Imperial	Imperial	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
criminal	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
dark adept	125	dark Jedi	—	9,075-15,125	9,075-15,125	9,075-15,125	645.75-676.5	—
dark Jedi knight	250	dark Jedi	—	13,762.5-22,937.5	13,762.5-22,937.5	13,762.5-22,937.5	1,302-1,364	—
dark Jedi master	275	dark Jedi	—	14,700-24,500	14,700-24,500	14,700-24,500	1,433.25-1,501.5	—
dark trooper	22	Imperial	Imperial	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Darklighter guard	3	darklighter	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
35%	747	Yes	—	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
45%	1,659	Yes	—	—	—	—	—	—	—	—
40%	1,355	Yes	Yes	Yes	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
55%	161,707	Yes	—	Yes	—	Yes	—	—	—	—
55%	47,200	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	30	—	Yes	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
25%	25	—	Yes	—	—	—	—	—	—	—
50%	1,824	Yes	—	—	—	—	—	—	—	—
25%	20	—	Yes	Yes	—	—	—	—	—	—
30%	30	—	Yes	Yes	—	—	—	—	—	—
45%	1,502	Yes	Yes	Yes	—	—	—	—	—	—
50%	1,824	Yes	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
30%	1,997	—	—	—	—	—	—	Yes	—	—
50%	1,824	Yes	Yes	—	—	—	—	—	—	—
30%	194	—	Yes	—	—	—	—	—	—	—
30%	413	—	—	—	—	—	—	—	—	—
30%	30	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
30%	68	—	—	—	—	—	—	—	—	—
25%	15	—	—	—	Yes	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
25%	20	—	Yes	Yes	—	—	—	—	—	—
55%	47,200	Yes	Yes	—	—	Yes	—	—	—	—
55%	161,707	Yes	Yes	—	—	Yes	—	—	—	—
55%	192,335	Yes	Yes	—	—	Yes	—	—	—	—
55%	2,370	Yes	—	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—

GLOBAL (CONT.)

These creatures/NPCs are not bound to a particular planet.

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Darth Maul probe droid	1	maul probe droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Dathomir prisoner	12	prisoner	—	900-1,500	900-1,500	900-1,500	65-70	—
detention security guard	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
dread pirate	22	pirate	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
droideka	8	droideka	—	375-625	375-625	375-625	40-45	—
DZ70 fugitive tracker droid	1	tracker droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
EGG power droid	1	power droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Emperor's hand	250	Imperial	Imperial	13,762.5-22,937.5	13,762.5-22,937.5	13,762.5-22,937.5	1,302-1,364	—
entertainer	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
EV 909	2	EV 909	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
explorer	3	mercenary	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
farmer agriculturalist	7	townsperson	—	375-625	375-625	375-625	40-45	—
farmer rancher	12	townsperson	—	900-1,500	900-1,500	900-1,500	65-70	—
fringer	3	mercenary	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
frontiersman	17	wilder	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
gambler	3	mercenary	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
General Otto	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
gunner	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
High Colonel	14	Imperial	Imperial	900-1,500	900-1,500	900-1,500	65-70	—
highwayman	10	brigand	—	450-750	450-750	450-750	45-50	—
hunter	4	mercenary	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
IG assassin droid	19	assassin droid	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
Imperial Army Captain	11	Imperial	Imperial	525-875	525-875	525-875	50-55	—
Imperial Brigadier General	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
Imperial Colonel	13	Imperial	Imperial	825-1,375	825-1,375	825-1,375	60-65	—
Imperial Corporal	6	Imperial	Imperial	225-375	225-375	225-375	30-35	—
Imperial First Lieutenant	10	Imperial	Imperial	450-750	450-750	450-750	45-50	—
Imperial General	18	Imperial	Imperial	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Imperial High General	19	Imperial	Imperial	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Imperial Inquisitor	120	Imperial	Imperial	8,925-14,875	8,925-14,875	8,925-14,875	624.75-654.5	—
Imperial Lance Corporal	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
Imperial Lieutenant Colonel	12	Imperial	Imperial	750-1,250	750-1,250	750-1,250	55-60	—
Imperial Lieutenant General	17	Imperial	Imperial	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Imperial Major	11	Imperial	Imperial	525-875	525-875	525-875	50-55	—
Imperial Major General	16	Imperial	Imperial	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Imperial Master Sergeant	8	Imperial	Imperial	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Imperial Noncom	4	Imperial	Imperial	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Imperial Private	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
Imperial Sergeant Major	9	Imperial	Imperial	375-625	375-625	375-625	40-45	—
Imperial Sharpshooter	7	Imperial	Imperial	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	15	—	Yes	—	—	—	—	—	—	—
35%	747	—	—	—	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
55%	2,370	Yes	—	Yes	—	—	—	—	—	—
30%	194	—	Yes	Yes	—	—	—	—	—	—
25%	15	—	Yes	—	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
55%	161,707	Yes	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	Yes	—	—	—	—	—
25%	20	—	—	—	—	—	—	Yes	—	—
25%	25	—	—	—	—	—	—	—	—	—
30%	121	—	—	—	Yes	—	—	—	—	—
35%	747	—	—	—	Yes	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
45%	1,502	Yes	Yes	Yes	—	—	—	—	—	—
25%	25	—	Yes	—	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	30	—	Yes	Yes	—	—	—	—	—	—
50%	1,824	Yes	Yes	—	—	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
45%	1,659	Yes	—	Yes	—	—	—	—	—	—
50%	1,824	Yes	—	Yes	—	—	—	—	—	—
55%	43,972	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
35%	747	Yes	—	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	194	Yes	Yes	Yes	—	—	—	—	—	—
30%	30	—	Yes	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—

GLOBAL (CONT.)

These creatures/NPCs are not bound to a particular planet.

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Imperial Staff Corporal	7	Imperial	Imperial	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Imperial Staff Sergeant	7	Imperial	Imperial	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Imperial Surface Marshal	20	Imperial	Imperial	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Imperial Trooper	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
Imperial Warrant Officer I	9	Imperial	Imperial	375-625	375-625	375-625	40-45	—
Imperial Warrant Officer II	8	Imperial	Imperial	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
industrial spy	4	mercenary	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
info broker	1	mercenary	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
ITO interrogator	4	interrogator	—	75-125	75-125	75-125	25-30	—
junk dealer	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
lance bombardier	6	Imperial	Imperial	225-375	225-375	225-375	30-35	—
LE repair droid	2	repairdroid	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
lesser prophet of the dark side	85	Imperial	Imperial	6,975-11,625	6,975-11,625	6,975-11,625	435.75-456.5	—
lesser prophet of the light side	85	Rebel	Rebel	6,975-11,625	6,975-11,625	6,975-11,625	435.75-456.5	—
LIN demolitionmech	3	demolitionmech	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
master prophet of the dark side	150	Imperial	Imperial	10,012.5-16,687.5	10,012.5-16,687.5	10,012.5-16,687.5	777-814	—
master thief	9	mercenary	—	375-625	375-625	375-625	40-45	—
medic	4	townsperson	—	75-125	75-125	75-125	25-30	—
mercenary	8	mercenary	—	375-625	375-625	375-625	40-45	—
mouse droid	1	mousedroid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
network leader	2	Rebel	Rebel	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
noble	3	townsperson	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Nym guard	9	Nym	—	450-750	450-750	450-750	45-50	—
outlaw	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
outrider	10	wilder	—	525-875	525-875	525-875	50-55	—
pathfinder	19	wilder	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
pilot	5	mercenary	—	75-125	75-125	75-125	25-30	—
pirate	12	pirate	—	825-1,375	825-1,375	825-1,375	60-65	—
pirate armsman	13	pirate	—	825-1,375	825-1,375	825-1,375	60-65	—
pirate captain	19	pirate	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
pirate crewman	6	pirate	—	225-375	225-375	225-375	30-35	—
pirate cutthroat	8	pirate	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
pirate leader	17	pirate	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
pirate Lieutenant	15	pirate	—	975-1,625	975-1,625	975-1,625	70-75	—
pirate privateer	10	pirate	—	450-750	450-750	450-750	45-50	—
pirate squab	4	pirate	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
probot	16	probot	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
prophet of the dark side	120	Imperial	Imperial	8,887.5-14,812.5	8,887.5-14,812.5	8,887.5-14,812.5	619.5-649	—
protocol droid 3PO	1	protocol droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
protocol droid 3PO red	1	protocol droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	121	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	1,997	—	—	—	—	—	—	Yes	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
30%	194	Yes	—	Yes	—	—	—	—	—	—
30%	30	—	—	Yes	—	—	—	—	—	—
25%	15	—	Yes	—	—	—	—	—	—	—
30%	30	—	—	—	—	—	—	—	—	—
25%	15	—	—	—	Yes	—	—	—	—	—
30%	68	—	Yes	Yes	—	—	—	—	—	—
25%	20	—	—	—	—	—	—	—	—	—
55%	24,332	Yes	—	Yes	—	—	—	—	—	—
55%	24,332	Yes	—	Yes	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
55%	64,916	Yes	—	Yes	—	—	—	—	—	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
30%	30	—	—	—	Yes	—	—	—	—	—
30%	194	—	Yes	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
25%	25	—	—	—	Yes	—	—	—	—	—
30%	290	Yes	—	—	—	—	—	—	—	—
25%	20	—	Yes	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
50%	1,824	Yes	Yes	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
35%	747	—	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	—	—	—	—	—
50%	1,824	Yes	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	194	Yes	Yes	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	30	—	Yes	Yes	—	—	—	—	—	—
40%	1,355	—	Yes	—	—	—	—	—	—	—
55%	43,972	Yes	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—

GLOBAL (CONT.)

These creatures/NPCs are not bound to a particular planet.

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
protocol droid 3PO silver	1	protocol droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
R2	3	astromech	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
R2-D2	3	astromech	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
R3	3	astromech	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
R4	3	astromech	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
R5	3	astromech	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
RA7 bug droid	1	bug droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Rebel Army Captain	11	Rebel	Rebel	525-875	525-875	525-875	50-55	—
Rebel Brigadier General	15	Rebel	Rebel	975-1,625	975-1,625	975-1,625	70-75	—
Rebel Colonel	14	Rebel	Rebel	900-1,500	900-1,500	900-1,500	65-70	—
Rebel Commando	15	Rebel	Rebel	975-1,625	975-1,625	975-1,625	70-75	—
Rebel Corporal	5	Rebel	Rebel	75-125	75-125	75-125	25-30	—
Rebel First Lieutenant	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Rebel General	18	Rebel	Rebel	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Rebel High General	19	Rebel	Rebel	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Rebel Lance Corporal	5	Rebel	Rebel	75-125	75-125	75-125	25-30	—
Rebel Lieutenant Colonel	13	Rebel	Rebel	825-1,375	825-1,375	825-1,375	60-65	—
Rebel Lieutenant General	17	Rebel	Rebel	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Rebel Major	12	Rebel	Rebel	750-1,250	750-1,250	750-1,250	55-60	—
Rebel Major General	16	Rebel	Rebel	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Rebel Master Sergeant	7	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Rebel Recruiter	20	Rebel	Rebel	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Rebel Scout	5	Rebel	Rebel	75-125	75-125	75-125	25-30	—
Rebel Second Lieutenant	9	Rebel	Rebel	375-625	375-625	375-625	40-45	—
Rebel Sergeant	6	Rebel	Rebel	225-375	225-375	225-375	30-35	—
Rebel Sergeant Major	7	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Rebel Specforce Captain	15	Rebel	Rebel	975-1,625	975-1,625	975-1,625	70-75	—
Rebel Specforce Colonel	17	Rebel	Rebel	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Rebel Specforce General	18	Rebel	Rebel	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Rebel Specforce Guerrilla	8	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Rebel Specforce Pathfinder	8	Rebel	Rebel	375-625	375-625	375-625	40-45	—
Rebel Specforce Sergeant	11	Rebel	Rebel	525-875	525-875	525-875	50-55	—
Rebel Staff Corporal	6	Rebel	Rebel	225-375	225-375	225-375	30-35	—
Rebel Staff Sergeant	6	Rebel	Rebel	225-375	225-375	225-375	30-35	—
Rebel Surface Marshal	20	Rebel	Rebel	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
Rebel Trooper	5	Rebel	Rebel	75-125	75-125	75-125	25-30	—
Rebel Warrant Officer I	8	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Rebel Warrant Officer II	6	Rebel	Rebel	225-375	225-375	225-375	30-35	—
robo bartender	1	bartender droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Rodian thug	3	Rodian	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	15	—	—	—	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
45%	1,659	Yes	—	Yes	—	—	—	—	—	—
50%	1,824	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
35%	747	Yes	—	Yes	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	1,997	—	—	—	—	—	—	Yes	—	—
30%	40	—	Yes	Yes	—	—	—	—	—	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
45%	1,659	Yes	—	Yes	—	—	—	—	—	—
30%	194	Yes	Yes	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
55%	1,997	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	194	Yes	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—

GLOBAL (CONT.)

These creatures/NPCs are not bound to a particular planet.

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
rogue	4	thug	—	75-125	75-125	75-125	25-30	—
rogue bantha	14	bantha	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
roughneck	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
sandtrooper	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
scientist	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
scoundrel	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Scout Trooper	13	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
Senior Prophet of the Dark Side	125	Imperial	Imperial	9,075-15,125	9,075-15,125	9,075-15,125	645.75-676.5	—
Senior Specforce Guerilla	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Senior Specforce Heavy Weapons Specialist	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Senior Specforce Infiltrator	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Senior Specforce Lieutenant	14	Rebel	Rebel	900-1,500	900-1,500	900-1,500	65-70	—
Senior Specforce Marine	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Senior Specforce Pathfinder	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Senior Specforce Technician	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Senior Specforce Wilderness Trooper	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
Sharpshooter	12	mercenary	—	750-1,250	750-1,250	750-1,250	55-60	—
signalman	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
slave	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
slave Twi'lek female	4	townsperson	—	75-125	75-125	75-125	25-30	—
slavemaster	4	slaver	—	75-125	75-125	75-125	25-30	—
slicer	1	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
smuggler	9	thug	—	450-750	450-750	450-750	45-50	—
spacer	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Specforce Heavy Weapons Specialist	8	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Specforce Infiltrator	8	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Specforce Interrogator	6	Rebel	Rebel	225-375	225-375	225-375	30-35	—
Specforce Lieutenant	13	Rebel	Rebel	825-1,375	825-1,375	825-1,375	60-65	—
Specforce Major	16	Rebel	Rebel	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Specforce Marine	8	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Specforce Master Sergeant	12	Rebel	Rebel	750-1,250	750-1,250	750-1,250	55-60	—
Specforce Procurement Specialist	3	Rebel	Rebel	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Specforce Technician	8	Rebel	Rebel	375-625	375-625	375-625	40-45	—
Specforce Wilderness Operative	8	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Special Missions Engineer	6	Imperial	Imperial	225-375	225-375	225-375	30-35	—
Specialist Noncom	3	Imperial	Imperial	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Specops Agent	14	Rebel	Rebel	900-1,500	900-1,500	900-1,500	65-70	—
Specops Alliance Free Agent	17	Rebel	Rebel	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Specops Trooper	7	Rebel	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
spynet operative	17	spynet	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	30	—	Yes	—	—	—	—	—	—	—
40%	1,085	—	—	—	—	—	—	—	—	StunAttack
25%	20	—	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	20	—	Yes	—	—	—	—	—	—	—
35%	965	—	—	—	—	—	—	—	—	—
55%	47,200	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
35%	747	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
30%	30	—	—	—	—	—	—	—	—	—
30%	30	—	—	—	—	—	—	—	—	—
25%	15	—	Yes	—	—	—	—	—	—	—
30%	290	Yes	—	—	—	—	—	—	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
30%	194	Yes	—	Yes	—	—	—	—	—	—
30%	194	Yes	Yes	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	194	Yes	Yes	Yes	—	—	—	—	—	—
35%	747	Yes	—	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
30%	194	Yes	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	Yes	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—

GLOBAL (CONT.)

These creatures/NPCs are not bound to a particular planet.

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
storm commando	19	Imperial	Imperial	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
stormtrooper	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
stormtrooper bombardier	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
stormtrooper medic	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
stormtrooper rifleman	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
stormtrooper sniper	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
stormtrooper squad leader	17	Imperial	Imperial	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
surgical droid 2-1B	1	surgical droid	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
technician	2	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Teräs Käsi master	20	townsperson	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
terrorist	12	thug	—	750-1,250	750-1,250	750-1,250	55-60	—
thief	7	thug	—	375-625	375-625	375-625	40-45	—
thug	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
trailblazer	13	wilder	—	900-1,500	900-1,500	900-1,500	65-70	—
training remote	1	Jedi trainer	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
traveller	4	wilder	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
TT8L	3	tattletale droid	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
TT8L Y7	2	door droid	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
vendor	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
veteran compforce trooper	14	Imperial	Imperial	900-1,500	900-1,500	900-1,500	65-70	—
veteran explorer	8	wilder	—	375-625	375-625	375-625	40-45	—
warder	22	wilder	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
wastrel	1	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
WED treadwell	1	treadwell	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Wookiee brawler	3	mercenary	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—



APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
50%	1,824	Yes	Yes	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
55%	1,997	—	—	—	—	—	—	—	—	—
35%	747	—	—	Yes	—	Yes	—	—	—	—
30%	121	—	—	—	—	—	—	—	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
35%	965	—	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
30%	30	—	Yes	Yes	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—
25%	20	—	—	—	—	—	—	—	—	—
25%	15	—	—	—	Yes	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
30%	194	—	Yes	Yes	—	—	—	—	—	—
55%	2,370	Yes	Yes	Yes	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	25	—	—	—	—	—	—	—	—	—

CORELLIA

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
afarathu cult brute	10	afarathu	—	375-625	375-625	375-625	40-45	—
afarathu cult hellion	15	afarathu	—	900-1,500	900-1,500	900-1,500	65-70	—
afarathu cult ruffian	5	afarathu	—	75-125	75-125	75-125	25-30	—
afarathu cult savage	7	afarathu	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
agrilat plumed rasp	8	rasp	—	450-750	450-750	450-750	45-50	—
bageraset	10	bageraset	—	750-1,250	750-1,250	750-1,250	55-60	Yes
beldonnas enforcer	9	beldonnas league	—	375-625	375-625	375-625	40-45	—
beldonnas marshal	12	beldonnas league	—	750-1,250	750-1,250	750-1,250	55-60	—
beldonnas scout	7	beldonnas league	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
beldonnas soldier	6	beldonnas league	—	225-375	225-375	225-375	30-35	—
canoid	7	canoid	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
canoid pack leader	11	canoid	—	525-875	525-875	525-875	50-55	—
carion spat	10	carion spat	—	750-1,250	750-1,250	750-1,250	55-60	—
Corellia times investigator	6	Corellia times	—	225-375	225-375	225-375	30-35	—
Corellia times reporter	3	Corellia times	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Corellian butterfly	7	Corellian butterfly	—	375-625	375-625	375-625	40-45	—
Corellian butterfly defender	18	Corellian butterfly	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	Yes
Corellian butterfly drone	5	Corellian butterfly	—	225-375	225-375	225-375	30-35	—
Corellian butterfly monarch	19	Corellian butterfly	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Corellian butterfly warrior	14	Corellian butterfly	—	900-1,500	900-1,500	900-1,500	65-70	Yes
Corellian butterfly worker	9	Corellian butterfly	—	450-750	450-750	450-750	45-50	—
CorSec Agent	7	CorSec	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
CorSec Cadet	2	CorSec	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
CorSec Captain	12	CorSec	—	750-1,250	750-1,250	750-1,250	55-60	—
CorSec Chief	17	CorSec	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
CorSec Commissioner	20	CorSec	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
CorSec Deserter	9	rogue CorSec	—	525-875	525-875	525-875	50-55	—
CorSec Detective	7	CorSec	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
CorSec Inspector Sergeant	9	CorSec	—	375-625	375-625	375-625	40-45	—
CorSec Investigator	5	CorSec	—	75-125	75-125	75-125	25-30	—
CorSec Lieutenant	10	CorSec	—	450-750	450-750	450-750	45-50	—
CorSec Major	14	CorSec	—	900-1,500	900-1,500	900-1,500	65-70	—
CorSec Master Sergeant	8	CorSec	—	375-625	375-625	375-625	40-45	—
CorSec Renegade	12	rogue CorSec	—	900-1,500	900-1,500	900-1,500	65-70	—
CorSec Rogue	7	rogue CorSec	—	375-625	375-625	375-625	40-45	—
CorSec Sergeant	6	CorSec	—	225-375	225-375	225-375	30-35	—
CorSec Traitor	16	rogue CorSec	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
CorSec Trooper	4	CorSec	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
crazed dumi	10	crazed dumi	—	525-875	525-875	525-875	50-55	—
crimson sand panther	26	sand panther	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
40%	1,215	Yes	—	Yes	—	Yes	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	—	—	—	Yes	—	—	—
30%	413	—	—	—	Yes	—	Yes	—	IntimidationAttack	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
35%	747	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	Yes	—	Yes	—	—	StunAttack
35%	564	Yes	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
30%	413	—	—	—	—	—	Yes	—	—	StunAttack
30%	68	—	—	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
21%	121	—	—	—	—	—	Yes	—	—	—
40%	1,659	—	—	Yes	Yes	Yes	Yes	—	—	IntimidationAttack
19%	40	—	—	—	—	—	Yes	—	—	—
40%	1,824	Yes	—	Yes	Yes	—	Yes	—	KnockDownAttack	IntimidationAttack
30%	1,085	—	—	Yes	Yes	Yes	Yes	—	StunAttack	—
30%	290	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
30%	121	—	—	Yes	—	—	—	—	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
35%	747	Yes	—	Yes	—	—	—	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
55%	1,997	Yes	—	Yes	—	—	—	—	—	—
30%	290	—	—	—	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
30%	747	—	—	—	—	—	—	—	—	—
25%	121	—	—	—	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
35%	1,355	Yes	—	—	—	—	—	—	—	—
30%	30	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	—	—	Yes	Yes	—	—	PostureDownAttack
55%	3,223	Yes	—	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack

CORELLIA

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
cyst covered rot guard	13	decay mite	—	825-1,375	825-1,375	825-1,375	60-65	—
dalyrake	9	dalyrake	—	525-875	525-875	525-875	50-55	—
dalyrake matriarch	11	dalyrake	—	825-1,375	825-1,375	825-1,375	60-65	Yes
deranged wrix	17	deranged wrix	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
devil gulingaw	16	devil gulginaw	—	975-1,625	975-1,625	975-1,625	70-75	Yes
dire cat	11	dire cat	—	450-750	450-750	450-750	45-50	—
diseased vrelt	8	vrelt	—	375-625	375-625	375-625	40-45	—
diseased vrelt matriarch	10	vrelt	—	375-625	375-625	375-625	40-45	Yes
domestic bageraset	8	domestic bageraset	—	450-750	450-750	450-750	45-50	—
domestic humbaba	4	domestic humbaba	—	75-125	75-125	75-125	25-30	—
domestic krahbu	7	domestic krahbu	—	375-625	375-625	375-625	40-45	—
drall abbot	11	drall	—	750-1,250	750-1,250	750-1,250	55-60	—
drall chieftain	18	drall	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
drall guard	7	drall	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
drall master	14	drall	—	975-1,625	975-1,625	975-1,625	70-75	—
drall monk	9	drall	—	450-750	450-750	450-750	45-50	—
drall patriot	7	drall	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
drall patriot conqueror	14	drall	—	825-1,375	825-1,375	825-1,375	60-65	—
drall patriot footsoldier	9	drall	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
drall patriot legionnaire	12	drall	—	525-875	525-875	525-875	50-55	—
drall sentry	4	drall	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
durni	7	durni	—	375-625	375-625	375-625	40-45	—
dwarf gronda	12	dwarf gronda	—	900-1,500	900-1,500	900-1,500	65-70	—
enraged tabage mother	16	tabage	—	975-1,625	975-1,625	975-1,625	70-75	—
eye of solitude	5	solitude	Rebel	75-125	75-125	75-125	25-30	—
female dire cat	10	dire cat	—	375-625	375-625	375-625	40-45	—
female forest slice hound	10	forest slice hound	—	525-875	525-875	525-875	50-55	—
female grassland slice hound	12	grassland slice hound	—	750-1,250	750-1,250	750-1,250	55-60	—
female sand panther	22	sand panther	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
female slice hound	8	slice hound	—	375-625	375-625	375-625	40-45	—
feral Selonian	12	feral Selonian	—	750-1,250	750-1,250	750-1,250	55-60	—
flail boss	15	flail	—	975-1,625	975-1,625	975-1,625	70-75	—
flail butcher	14	flail	—	825-1,375	825-1,375	825-1,375	60-65	—
flail cutthroat	9	flail	—	450-750	450-750	450-750	45-50	—
flail enforcer	9	flail	—	450-750	450-750	450-750	45-50	—
flail executioner	17	flail	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
flail killer	11	flail	—	750-1,250	750-1,250	750-1,250	55-60	—
flail slayer	12	flail	—	525-875	525-875	525-875	50-55	—
foot of solitude	3	solitude	Rebel	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
forest murra	11	forest murra	—	825-1,375	825-1,375	825-1,375	60-65	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	965	—	—	Yes	Yes	Yes	Yes	—	BlindAttack	StunAttack
30%	290	—	—	—	—	—	Yes	—	—	IntimidationAttack
35%	564	—	—	—	—	—	Yes	—	—	PostureDownAttack
45%	1,502	—	—	—	—	Yes	Yes	—	StunAttack	IntimidationAttack
40%	1,355	Yes	—	Yes	Yes	Yes	Yes	—	—	DizzyAttack
35%	564	Yes	—	Yes	Yes	Yes	Yes	—	—	StunAttack
30%	194	—	—	—	—	Yes	Yes	—	—	MildDisease
30%	413	Yes	—	Yes	Yes	Yes	Yes	—	BlindAttack	PostureDownAttack
30%	194	—	—	—	—	—	Yes	—	—	StunAttack
30%	30	—	—	—	Yes	—	Yes	—	—	PostureDownAttack
30%	121	—	—	—	Yes	—	Yes	—	—	—
35%	564	—	—	Yes	—	—	—	—	—	—
45%	1,659	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
40%	1,085	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	Yes	—	—	—	—
30%	290	Yes	—	Yes	—	Yes	—	—	—	—
35%	747	Yes	—	Yes	—	Yes	—	—	—	—
30%	30	—	—	Yes	—	—	—	—	—	—
25%	121	—	—	—	—	—	Yes	—	—	—
35%	747	—	—	—	Yes	—	Yes	—	StunAttack	—
40%	1,355	Yes	—	Yes	Yes	Yes	Yes	—	StunAttack	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	Yes	Yes	Yes	—	—	IntimidationAttack
30%	413	—	—	Yes	Yes	—	Yes	—	PostureDownAttack	—
35%	747	—	—	Yes	Yes	Yes	Yes	—	—	StunAttack
45%	2,370	Yes	Yes	Yes	Yes	Yes	Yes	—	DizzyAttack	BlindAttack
30%	194	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
35%	747	Yes	—	—	—	Yes	—	—	—	—
35%	1,215	Yes	—	Yes	—	—	—	—	—	—
30%	1,085	Yes	—	Yes	—	Yes	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
35%	1,502	Yes	—	Yes	—	Yes	—	—	—	—
30%	564	—	—	Yes	—	—	—	—	—	—
30%	747	Yes	—	Yes	—	Yes	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
35%	564	—	—	—	Yes	—	Yes	—	IntimidationAttack	—

CORELLIA

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
forest slice hound	11	forest slice hound	—	750-1,250	750-1,250	750-1,250	55-60	—
giant carrion spat	17	giant carrion spat	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
giant dalyrake	16	dalyrake	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
giant gubbur	7	gubbur	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
giant horned krevol	10	horned krevol	—	450-750	450-750	450-750	45-50	Yes
grand wrix	21	grand wrix	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
grassland slice hound	13	grassland slice hound	—	750-1,250	750-1,250	750-1,250	55-60	—
greater gulginaw	20	gulginaw	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	Yes
greck assassin	11	olag greck	—	450-750	450-750	450-750	45-50	—
greck henchman	6	olag greck	—	225-375	225-375	225-375	30-35	—
greck mugger	9	olag greck	—	450-750	450-750	450-750	45-50	—
greck smuggler	7	olag greck	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
gronda	18	gronda	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
gubbur	2	gubbur	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
gulginaw	12	gulginaw	—	825-1,375	825-1,375	825-1,375	60-65	—
gurcat	10	gurcat	—	525-875	525-875	525-875	50-55	—
hand of solitude	8	solitude	Rebel	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Hidden Daggers activist	5	Hidden Daggers	—	75-125	75-125	75-125	25-30	—
Hidden Daggers dissident	7	Hidden Daggers	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Hidden Daggers extremist	8	Hidden Daggers	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Hidden Daggers leader	15	Hidden Daggers	—	975-1,625	975-1,625	975-1,625	70-75	—
Hidden Daggers Lieutenant	11	Hidden Daggers	—	525-875	525-875	525-875	50-55	—
howling plumed rasp	4	rasp	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
humbaba	7	humbaba	—	375-625	375-625	375-625	40-45	—
krahbu	9	krahbu	—	525-875	525-875	525-875	50-55	—
lerat zom	20	thug	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Lord Nyax disciple	15	followers of Lord Nyax	—	975-1,625	975-1,625	975-1,625	70-75	—
Lord Nyax fanatic	19	followers of Lord Nyax	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Lord Nyax fiend	26	followers of Lord Nyax	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	—
Lord Nyax minion	12	followers of Lord Nyax	—	825-1,375	825-1,375	825-1,375	60-65	—
Lord Nyax servant	8	followers of Lord Nyax	—	375-625	375-625	375-625	40-45	—
Lord Nyax visionary	29	followers of Lord Nyax	—	2,325-3,875	2,325-3,875	2,325-3,875	136.5-143	—
Lord Nyax zealot	22	followers of Lord Nyax	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
majestic plumed rasp	11	rasp	—	825-1,375	825-1,375	825-1,375	60-65	—
meatlump buffoon	5	meatlump	—	225-375	225-375	225-375	30-35	—
meatlump clod	8	meatlump	—	375-625	375-625	375-625	40-45	—
meatlump cretin	9	meatlump	—	375-625	375-625	375-625	40-45	—
meatlump fool	2	meatlump	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
meatlump loon	10	meatlump	—	450-750	450-750	450-750	45-50	—
meatlump oaf	9	meatlump	—	375-625	375-625	375-625	40-45	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
35%	564	—	—	Yes	Yes	—	Yes	—	—	PostureDownAttack
45%	1,502	Yes	Yes	—	—	Yes	Yes	—	DizzyAttack	StunAttack
40%	1,355	—	—	—	—	Yes	Yes	—	—	DizzyAttack
30%	121	—	—	—	Yes	Yes	—	—	—	—
30%	413	—	Yes	Yes	Yes	Yes	Yes	—	StunAttack	—
55%	2,180	Yes	—	Yes	Yes	—	Yes	—	KnockDownAttack	StunAttack
35%	965	Yes	—	Yes	Yes	Yes	Yes	—	—	PostureDownAttack
55%	1,997	—	—	Yes	Yes	—	Yes	—	DizzyAttack	StunAttack
35%	564	Yes	—	Yes	—	Yes	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
45%	1,659	—	—	—	Yes	—	Yes	—	—	KnockDownAttack
25%	20	—	—	—	Yes	—	Yes	—	—	—
35%	747	—	—	Yes	Yes	—	—	—	—	IntimidationAttack
30%	413	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
30%	194	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	194	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
30%	30	—	—	Yes	—	Yes	—	—	—	—
30%	121	—	—	—	Yes	—	Yes	—	—	—
30%	290	—	—	—	Yes	—	Yes	—	IntimidationAttack	—
30%	1,997	—	—	—	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
50%	1,824	Yes	—	Yes	—	—	—	—	—	—
55%	3,223	Yes	—	Yes	—	Yes	—	—	—	—
35%	747	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
55%	3,926	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,370	Yes	—	Yes	—	Yes	—	—	—	—
35%	564	—	—	—	—	—	—	—	StunAttack	—
25%	40	—	—	—	Yes	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	Yes	—	—	—	—
25%	20	—	—	—	Yes	—	—	—	—	—
30%	413	—	—	Yes	—	Yes	—	—	—	—
30%	290	—	—	Yes	—	Yes	—	—	—	—

CORELLIA

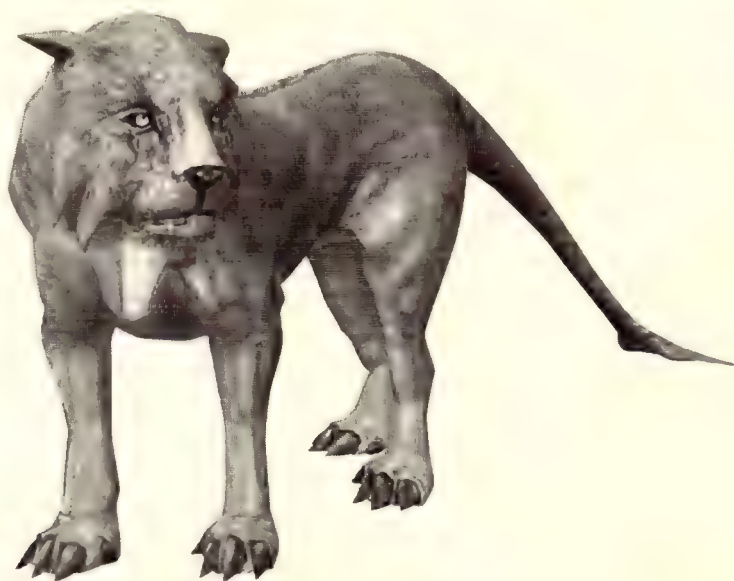
CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
meatlump stooge	7	meatlump	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
mind of solitude	13	solitude	Rebel	900-1,500	900-1,500	900-1,500	65-70	—
minor gubbur	1	gubbur	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
monumenter bandit	6	monumenter	—	225-375	225-375	225-375	30-35	—
monumenter marauder	9	monumenter	—	450-750	450-750	450-750	45-50	—
monumenter smuggler	7	monumenter	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
mottled wrix	12	mottled wrix	—	525-875	525-875	525-875	50-55	—
mountain murra	16	mountain murra	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
murra	9	murra	—	525-875	525-875	525-875	50-55	—
mutated krevol clicker	10	horned krevol	—	450-750	450-750	450-750	45-50	Yes
noxious vrelt scavenger	10	vrelt	—	450-750	450-750	450-750	45-50	Yes
paralope	6	paralope	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
plumed rasp	7	rasp	—	375-625	375-625	375-625	40-45	—
ragtag kook	5	ragtag gang	—	225-375	225-375	225-375	30-35	—
ragtag loon	6	ragtag gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
ragtag lunatic	7	ragtag gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
ragtag maniac	8	ragtag gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
rogue bageraset	12	rogue bageraset	—	750-1,250	750-1,250	750-1,250	55-60	Yes
rotting pustule guard	13	decay mite	—	750-1,250	750-1,250	750-1,250	55-60	—
sand panther	21	sand panther	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
sand panther cub	10	sand panther	—	525-875	525-875	525-875	50-55	—
savage humbaba	11	savage humbaba	—	525-875	525-875	525-875	50-55	Yes
scavenger rat	8	scavenger rat	—	450-750	450-750	450-750	45-50	—
Selonian Assassin	9	Selonian	—	375-625	375-625	375-625	40-45	—
Selonian Captain	14	Selonian	—	900-1,500	900-1,500	900-1,500	65-70	—
Selonian Champion	16	Selonian	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Selonian Healer	7	Selonian	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Selonian Hunter	8	Selonian	—	375-625	375-625	375-625	40-45	—
Selonian Raider	11	Selonian	—	525-875	525-875	525-875	50-55	—
Selonian Scout	5	Selonian	—	75-125	75-125	75-125	25-30	—
Selonian Sentinel	9	Selonian	—	375-625	375-625	375-625	40-45	—
Selonian Separatist	7	Selonian	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Selonian Separatist Captain	13	Selonian	—	750-1,250	750-1,250	750-1,250	55-60	—
Selonian Separatist General	16	Selonian	—	975-1,625	975-1,625	975-1,625	70-75	—
Selonian Separatist Recruit	6	Selonian	—	225-375	225-375	225-375	30-35	—
Selonian Separatist Soldier	10	Selonian	—	375-625	375-625	375-625	40-45	—
Selonian thief	6	Selonian	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Selonian warlord	19	Selonian	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Selonian warrior	13	Selonian	—	825-1,375	825-1,375	825-1,375	60-65	—
sharnaff	24	sharnaff	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	121	—	—	Yes	—	—	—	—	—	—
35%	965	—	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	Yes	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
35%	747	Yes	—	Yes	Yes	Yes	Yes	—	StunAttack	—
40%	1,355	—	—	—	Yes	—	Yes	—	—	StunAttack
30%	290	—	—	—	Yes	—	Yes	—	PostureDownAttack	—
30%	413	—	—	Yes	Yes	Yes	Yes	—	StunAttack	BlindAttack
30%	413	—	Yes	Yes	Yes	Yes	Yes	—	StunAttack	—
30%	68	—	—	—	Yes	—	Yes	—	—	—
30%	121	—	—	—	—	—	Yes	—	—	—
25%	40	—	—	—	Yes	—	—	—	—	—
25%	68	—	Yes	—	—	—	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	Yes	—	—	—	—
35%	747	Yes	—	—	—	Yes	Yes	—	—	StunAttack
30%	965	Yes	—	Yes	Yes	Yes	Yes	—	IntimidationAttack	—
45%	2,180	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	StunAttack
30%	413	—	—	Yes	—	—	Yes	—	—	StunAttack
35%	564	—	—	Yes	Yes	Yes	Yes	—	StunAttack	—
30%	194	—	—	—	—	—	—	—	—	—
30%	290	Yes	Yes	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	Yes	—	—	—	—
40%	1,355	Yes	—	Yes	—	Yes	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
30%	68	—	—	—	—	—	—	—	—	—
50%	1,824	Yes	—	Yes	—	—	—	—	—	—
35%	965	Yes	—	Yes	—	—	—	—	—	—
55%	2,779	—	—	—	—	—	—	—	DizzyAttack	StunAttack

CORELLIA

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
sharnaff bull	27	sharnaff	—	2,325-3,875	2,325-3,875	2,325-3,875	136.5-143	—
sickening dung mite worker	15	decay mite	—	975-1,625	975-1,625	975-1,625	70-75	Yes
slice hound	9	slice hound	—	450-750	450-750	450-750	45-50	—
smashball bully	7	smashball	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
smashball degenerate	9	smashball	—	450-750	450-750	450-750	45-50	—
smashball thug	5	smashball	—	75-125	75-125	75-125	25-30	—
startled vrelt mother	13	vrelt	—	900-1,500	900-1,500	900-1,500	65-70	Yes
swamp gurcat	12	swamp gurcat	—	825-1,375	825-1,375	825-1,375	60-65	—
swamp humbaba	9	swamp humbaba	—	525-875	525-875	525-875	50-55	—
swooper	6	swoop	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
swooper gangmember	6	swoop	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
swooper leader	7	swoop	—	375-625	375-625	375-625	40-45	—
tabage	11	tabage	—	750-1,250	750-1,250	750-1,250	55-60	—
tabage protector	14	tabage	—	900-1,500	900-1,500	900-1,500	65-70	—
tabage scavenger	13	tabage	—	825-1,375	825-1,375	825-1,375	60-65	—
thale dustrunner	100	CorSec	—	8,212.5-13,687.5	8,212.5-13,687.5	8,212.5-13,687.5	525-550	—
violent krahbu	11	violent krahbu	—	750-1,250	750-1,250	750-1,250	55-60	—
vrelt	8	vrelt	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
vynock	9	vynock	—	525-875	525-875	525-875	50-55	—
war gronda	21	gronda	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
will of solitude	10	solitude	Rebel	525-875	525-875	525-875	50-55	—
wooded paralope	7	wooded paralope	—	375-625	375-625	375-625	40-45	—
wrix	10	wrix	—	525-875	525-875	525-875	50-55	—



APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	3,453	—	—	Yes	—	—	—	—	DizzyAttack	StunAttack
35%	1,215	—	—	Yes	Yes	Yes	Yes	—	StunAttack	—
30%	290	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
35%	965	—	—	Yes	Yes	—	Yes	—	KnockDownAttack	IntimidationAttack
30%	747	—	—	Yes	Yes	—	Yes	—	—	PostureDownAttack
30%	290	—	—	—	Yes	—	—	—	—	StunAttack
25%	68	—	—	—	—	—	—	—	—	—
25%	68	—	Yes	—	—	—	—	—	—	—
25%	121	—	—	—	—	—	—	—	—	—
35%	564	—	—	—	—	Yes	Yes	—	PostureDownAttack	—
40%	1,085	—	—	Yes	Yes	Yes	Yes	—	StunAttack	—
35%	965	—	Yes	Yes	Yes	Yes	Yes	—	StunAttack	—
25%	32,112	—	—	—	Yes	—	—	—	—	—
35%	564	—	—	—	—	Yes	Yes	—	—	IntimidationAttack
30%	68	—	—	—	—	—	—	—	—	—
30%	290	—	—	—	—	—	Yes	—	StunAttack	—
55%	2,180	Yes	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	StunAttack
30%	413	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	—	Yes	—	Yes	—	—	—
30%	413	—	—	Yes	Yes	—	Yes	—	—	IntimidationAttack



DANTOOINE

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
abandoned Rebel private	30	Rebel	Rebel	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
baby bol	2	bol	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
bile drenched quenker	50	quenker	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	Yes
bol	30	bol	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
bol pack runner	20	bol	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Dantari raider	10	Dantari raiders	—	450-750	450-750	450-750	45-50	—
Dantari raider battlelord	30	Dantari raiders	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
Dantari raider chief	40	Dantari raiders	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
Dantari raider strategist	20	Dantari raiders	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
dark force crystal hunter	100	remnants of Kun	—	8,100-13,500	8,100-13,500	8,100-13,500	514.5-539	—
dark side savage	70	remnants of Kun	—	5,850-9,750	5,850-9,750	5,850-9,750	357-374	—
domestic bol mount	30	domestic bol mount	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
feral force wielder	100	force renegade	—	8,100-13,500	8,100-13,500	8,100-13,500	514.5-539	—
fierce piket protector	40	piket	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
force sensitive crypt crawler	90	remnants of Kun	—	7,350-12,250	7,350-12,250	7,350-12,250	462-484	—
force sensitive renegade	80	force renegade	—	6,600-11,000	6,600-11,000	6,600-11,000	409.5-429	—
force trained archaist	90	force renegade	—	7,350-12,250	7,350-12,250	7,350-12,250	462-484	—
forsaken force drifter	80	force renegade	—	6,600-11,000	6,600-11,000	6,600-11,000	409.5-429	—
grassland voritor tracker	60	voritor lizard	—	5,100-8,500	5,100-8,500	5,100-8,500	304.5-319	—
horned voritor jungle lizard	70	voritor lizard	—	5,850-9,750	5,850-9,750	5,850-9,750	357-374	—
hostile thune mother	30	thune	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
huurton	10	huurton	—	450-750	450-750	450-750	45-50	—
huurton howler	30	huurton	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
huurton huntress	30	huurton	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
huurton matron	20	huurton	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
huurton pup	2	huurton	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
huurton stalker	40	huurton	—	3,525-5,875	3,525-5,875	3,525-5,875	194.25-203.5	—
Janta clan leader	90	Janta tribe	—	7,350-12,250	7,350-12,250	7,350-12,250	462-484	—
Janta harvester	30	Janta tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Janta herbalist	20	Janta tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Janta hunter	40	Janta tribe	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
Janta loreweaver	50	Janta tribe	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
Janta primalist	40	Janta tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Janta rockshaper	60	Janta tribe	—	5,175-8,625	5,175-8,625	5,175-8,625	309.75-324.5	—
Janta scout	50	Janta tribe	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
Janta shaman	60	Janta tribe	—	5,100-8,500	5,100-8,500	5,100-8,500	304.5-319	—
Janta soothsayer	60	Janta tribe	—	5,175-8,625	5,175-8,625	5,175-8,625	309.75-324.5	—
Janta tribesman	10	Janta tribe	—	450-750	450-750	450-750	45-50	—
Janta warrior	80	Janta tribe	—	6,675-11,125	6,675-11,125	6,675-11,125	414.75-434.5	—
Kunga clan leader	90	Kunga tribe	—	7,350-12,250	7,350-12,250	7,350-12,250	462-484	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	4,169	Yes	—	Yes	—	—	—	—	—	—
25%	20	—	—	Yes	Yes	—	—	—	—	—
55%	9,955	—	—	Yes	Yes	Yes	Yes	—	DizzyAttack	—
55%	4,169	—	—	Yes	Yes	—	—	—	KnockDownAttack	IntimidationAttack
55%	1,997	—	—	Yes	Yes	—	—	—	StunAttack	DizzyAttack
30%	413	Yes	—	Yes	—	—	—	—	—	—
55%	4,169	Yes	—	Yes	—	—	—	—	—	—
55%	6,839	Yes	—	Yes	—	—	—	—	—	—
55%	1,997	—	—	Yes	—	—	—	—	—	—
55%	32,112	Yes	—	Yes	—	—	—	—	—	—
55%	17,517	Yes	—	Yes	—	—	—	—	—	—
55%	4,169	—	—	Yes	Yes	—	—	—	BlindAttack	DizzyAttack
55%	32,112	Yes	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	Yes	—	—	DizzyAttack	BlindAttack
55%	26,818	Yes	—	Yes	—	—	—	—	—	—
55%	21,952	Yes	—	Yes	—	—	—	—	—	—
55%	26,818	Yes	—	Yes	—	—	—	—	—	—
55%	21,952	Yes	—	Yes	—	—	—	—	—	—
55%	13,517	—	Yes	Yes	—	Yes	Yes	—	KnockDownAttack	PostureDownAttack
55%	17,517	—	—	Yes	—	Yes	—	—	—	BlindAttack
55%	4,169	—	—	Yes	Yes	Yes	—	—	—	BlindAttack
30%	413	—	—	Yes	Yes	Yes	Yes	—	—	—
55%	4,169	Yes	—	Yes	Yes	Yes	Yes	—	StunAttack	PostureDownAttack
55%	4,169	Yes	Yes	Yes	—	Yes	Yes	—	KnockDownAttack	StunAttack
55%	1,997	—	—	Yes	Yes	—	Yes	—	BlindAttack	StunAttack
25%	20	—	—	Yes	Yes	—	0	—	—	—
55%	6,839	Yes	—	Yes	—	Yes	Yes	—	StunAttack	DizzyAttack
55%	26,818	Yes	—	Yes	Yes	—	—	—	—	—
55%	4,169	—	—	Yes	Yes	—	—	—	—	—
55%	1,997	—	—	Yes	Yes	—	—	—	—	—
55%	6,839	Yes	—	Yes	Yes	—	—	—	—	—
55%	9,955	Yes	—	Yes	Yes	—	—	—	—	—
55%	6,839	—	—	Yes	Yes	—	—	—	—	—
55%	13,517	—	—	Yes	Yes	—	—	—	—	—
55%	9,955	Yes	—	Yes	Yes	—	—	—	—	—
55%	13,517	Yes	—	Yes	Yes	—	—	—	—	—
55%	13,517	—	—	Yes	Yes	—	—	—	—	—
30%	413	Yes	—	Yes	Yes	—	—	—	—	—
55%	21,952	—	—	Yes	Yes	—	—	—	—	—
55%	26,818	Yes	—	Yes	Yes	—	—	—	—	—

DANTOOINE (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Kunga clan primalist	40	Kunga tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Kunga harvester	30	Kunga tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Kunga herbalist	20	Kunga tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Kunga hunter	40	Kunga tribe	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
Kunga loreweaver	50	Kunga tribe	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
Kunga rockshaper	70	Kunga tribe	—	5,925-9,875	5,925-9,875	5,925-9,875	362.25-379.5	—
Kunga scout	50	Kunga tribe	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
Kunga shaman	60	Kunga tribe	—	5,100-8,500	5,100-8,500	5,100-8,500	304.5-319	—
Kunga soothsayer	30	Kunga tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Kunga tribesman	10	Kunga tribe	—	450-750	450-750	450-750	45-50	—
Kunga warrior	80	Kunga tribe	—	6,675-11,125	6,675-11,125	6,675-11,125	414.75-434.5	—
Mokk clan leader	90	Mokk tribe	—	7,350-12,250	7,350-12,250	7,350-12,250	462-484	—
Mokk clan primalist	50	Mokk tribe	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
Mokk harvester	30	Mokk tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Mokk herbalist	20	Mokk tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Mokk hunter	40	Mokk tribe	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
Mokk loreweaver	50	Mokk tribe	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
Mokk rockshaper	70	Mokk tribe	—	5,925-9,875	5,925-9,875	5,925-9,875	362.25-379.5	—
Mokk scout	50	Mokk tribe	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
Mokk shaman	60	Mokk tribe	—	5,100-8,500	5,100-8,500	5,100-8,500	304.5-319	—
Mokk soothsayer	40	Mokk tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Mokk tribesman	10	Mokk tribe	—	450-750	450-750	450-750	45-50	—
Mokk warrior	80	Mokk tribe	—	6,675-11,125	6,675-11,125	6,675-11,125	414.75-434.5	—
novice force mystic	60	force renegade	—	5,100-8,500	5,100-8,500	5,100-8,500	304.5-319	—
piket	10	piket	—	525-875	525-875	525-875	50-55	—
piket longhorn	30	piket	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
piket longhorn female	30	piket	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
piket plains walker	20	piket	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
quenker	40	quenker	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
quenker ravager	60	quenker	—	5,025-8,375	5,025-8,375	5,025-8,375	299.25-313.5	—
quenker relic reaper	70	quenker	—	5,925-9,875	5,925-9,875	5,925-9,875	362.25-379.5	—
savage quenker	40	quenker	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	Yes
seething bol crusher	40	bol	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
slinking voritor hunter	80	voritor lizard	—	6,525-10,875	6,525-10,875	6,525-10,875	404.25-423.5	—
stranded Rebel scout	20	Rebel	Rebel	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
thune	10	thune	—	525-875	525-875	525-875	50-55	—
thune grassland guardian	30	thune	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
thune herd leader	40	thune	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
untrained wielder of the dark side	60	remnants of Kun	—	5,100-8,500	5,100-8,500	5,100-8,500	304.5-319	—
vexed voritor lizard	70	voritor lizard	—	5,850-9,750	5,850-9,750	5,850-9,750	357-374	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	6,839	—	—	Yes	Yes	—	—	—	—	—
55%	4,169	—	—	Yes	Yes	—	—	—	—	—
55%	1,997	—	—	Yes	Yes	—	—	—	—	—
55%	6,839	Yes	—	Yes	Yes	—	—	—	—	—
55%	9,955	Yes	—	Yes	Yes	—	—	—	—	—
55%	17,517	—	—	Yes	Yes	—	—	—	—	—
55%	9,955	Yes	—	Yes	Yes	—	—	—	—	—
55%	13,517	Yes	—	Yes	Yes	—	—	—	—	—
55%	4,169	—	—	Yes	Yes	—	—	—	—	—
30%	413	Yes	—	Yes	Yes	—	—	—	—	—
55%	21,952	—	—	Yes	Yes	—	—	—	—	—
55%	26,818	Yes	—	Yes	Yes	—	—	—	—	—
55%	9,955	—	—	Yes	Yes	—	—	—	—	—
55%	4,169	—	—	Yes	Yes	—	—	—	—	—
55%	1,997	—	—	Yes	Yes	—	—	—	—	—
55%	6,839	Yes	—	Yes	Yes	—	—	—	—	—
55%	9,955	Yes	—	Yes	Yes	—	—	—	—	—
55%	17,517	—	—	Yes	Yes	—	—	—	—	—
55%	9,955	Yes	—	Yes	Yes	—	—	—	—	—
55%	13,517	Yes	—	Yes	Yes	—	—	—	—	—
55%	6,839	—	—	Yes	Yes	—	—	—	—	—
30%	413	Yes	—	Yes	Yes	—	—	—	—	—
55%	21,952	—	—	Yes	Yes	—	—	—	—	—
55%	13,517	Yes	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	Yes	—	Yes	—	—	StunAttack
55%	4,169	—	—	Yes	Yes	—	—	—	BlindAttack	IntimidationAttack
55%	4,169	—	—	Yes	Yes	—	—	—	DizzyAttack	PostureDownAttack
55%	1,997	—	—	Yes	Yes	—	—	—	DizzyAttack	—
55%	6,839	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	KnockDownAttack
55%	13,517	Yes	—	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
55%	17,517	—	—	—	—	Yes	—	—	BlindAttack	IntimidationAttack
55%	6,839	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	StunAttack
55%	6,839	—	—	Yes	Yes	—	—	—	BlindAttack	DizzyAttack
55%	21,952	Yes	Yes	Yes	—	Yes	—	—	PostureDownAttack	DizzyAttack
55%	1,997	Yes	Yes	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	Yes	—	Yes	—	—	IntimidationAttack
55%	4,169	—	—	Yes	—	Yes	—	—	DizzyAttack	PostureDownAttack
55%	6,839	Yes	—	Yes	Yes	—	—	—	DizzyAttack	PostureDownAttack
55%	13,517	Yes	—	Yes	—	—	—	—	—	—
55%	17,517	—	—	Yes	—	Yes	—	—	KnockDownAttack	DizzyAttack

DANTOOINE (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
voritor dasher	50	voritor lizard	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	Yes
voritor lizard	10	voritor lizard	—	450-750	450-750	450-750	45-50	Yes

DATHOMIR

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
alpha bolma	11	bolma	—	525-875	525-875	525-875	50-55	—
ancient bull rancor	95	rancor	—	7,650-12,750	7,650-12,750	7,650-12,750	483-506	—
ancient graul	45	graul	—	3,975-6,625	3,975-6,625	3,975-6,625	225.75-236.5	—
ancient reptilian flier	20	reptilian flier	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
aujante klee	20	mtn clan	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
baz nitch	3	baz nitch	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
bolma calf	6	bolma	—	225-375	225-375	225-375	30-35	—
bolma female	8	bolma	—	375-625	375-625	375-625	40-45	—
bolma male	9	bolma	—	450-750	450-750	450-750	45-50	—
brackaset female	9	brackaset	—	450-750	450-750	450-750	45-50	—
brackaset male	9	brackaset	—	450-750	450-750	450-750	45-50	—
bull rancor	60	rancor	—	5,025-8,375	5,025-8,375	5,025-8,375	299.25-313.5	—
diar	20	Nightsister	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
domesticated brackaset	8	domestic brackaset	—	450-750	450-750	450-750	45-50	—
enraged bull rancor	85	rancor	—	6,900-11,500	6,900-11,500	6,900-11,500	430.5-451	—
enraged rancor	75	rancor	—	6,150-10,250	6,150-10,250	6,150-10,250	378-398	—
enraged reptilian flier	24	reptilian flier	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
escaped Nightsister slave	15	escaped slave	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
escaped singing mountain clan slave	15	escaped slave	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
fath hray	20	Nightsister	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
female kwi	10	kwi	—	525-875	525-875	525-875	50-55	Yes
frenzied graul	50	graul	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
gaping spider	8	gaping	—	225-375	225-375	225-375	30-35	—
gaping spider broodling	6	gaping	—	75-125	75-125	75-125	25-30	—
gaping spider hunter	12	gaping	—	525-875	525-875	525-875	50-55	Yes
gaping spider queen	16	gaping	—	975-1,625	975-1,625	975-1,625	70-75	Yes
gaping spider recluse	13	gaping recluse	—	825-1,375	825-1,375	825-1,375	60-65	Yes
giant baz nitch	6	baz nitch	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
gnarled rancor	45	rancor	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
graul	30	graul	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
graul mauler	34	graul	—	3,075-5,125	3,075-5,125	3,075-5,125	162.75-170.5	—
infant brackaset	6	brackaset	—	225-375	225-375	225-375	30-35	—
infant graul	25	graul	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	9,955	—	—	Yes	—	Yes	Yes	—	DizzyAttack	BlindAttack
30%	413	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
35%	564	—	—	Yes	Yes	Yes	—	—	IntimidationAttack	—
55%	29,412	Yes	—	Yes	—	Yes	—	—	—	DizzyAttack
55%	8,341	—	—	Yes	—	Yes	Yes	—	DizzyAttack	BlindAttack
55%	1,997	—	—	Yes	—	Yes	Yes	—	—	BlindAttack
30%	1,997	—	—	—	—	—	—	—	—	—
25%	25	—	—	—	Yes	—	Yes	—	—	—
30%	68	—	—	Yes	Yes	—	Yes	—	—	—
30%	194	—	—	Yes	Yes	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	Yes	—	—	StunAttack
30%	290	—	—	Yes	Yes	—	Yes	—	StunAttack	—
30%	290	—	—	Yes	Yes	—	Yes	—	—	PostureDownAttack
55%	13,517	Yes	—	Yes	—	Yes	Yes	—	PostureDownAttack	DizzyAttack
30%	1,997	—	—	—	—	—	—	—	—	—
30%	194	—	—	—	—	—	Yes	—	IntimidationAttack	—
55%	24,332	Yes	—	Yes	—	Yes	—	—	KnockDownAttack	PostureDownAttack
55%	19,681	Yes	—	Yes	—	Yes	—	—	KnockDownAttack	—
55%	2,779	—	—	Yes	—	Yes	Yes	—	DizzyAttack	BlindAttack
40%	1,215	—	—	—	—	Yes	—	—	—	—
40%	1,215	—	—	—	—	Yes	—	—	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
30%	413	—	—	Yes	Yes	—	—	—	—	IntimidationAttack
55%	9,955	Yes	—	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
30%	194	Yes	Yes	Yes	—	Yes	Yes	—	MildPoison	IntimidationAttack
30%	68	—	Yes	Yes	—	Yes	Yes	—	—	MildPoison
35%	747	Yes	Yes	Yes	—	Yes	Yes	—	StunAttack	PostureDownAttack
40%	1,355	Yes	Yes	Yes	—	Yes	Yes	—	KnockDownAttack	MediumPoison
35%	965	Yes	Yes	—	—	Yes	Yes	—	BlindAttack	MildPoison
30%	68	—	—	—	Yes	—	—	—	—	—
55%	8,341	Yes	—	Yes	—	Yes	Yes	—	KnockDownAttack	DizzyAttack
55%	4,169	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	StunAttack
55%	5,183	Yes	—	Yes	—	Yes	Yes	—	PostureDownAttack	IntimidationAttack
30%	68	—	—	Yes	Yes	—	—	—	—	—
55%	2,996	—	—	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack

DATHOMIR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
injured kwi	8	kwi	—	450-750	450-750	450-750	45-50	—
injured purbole	12	purbole	—	900-1,500	900-1,500	900-1,500	65-70	—
injured verme	6	verme	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
kais	20	Nightsister	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
kwi	9	kwi	—	450-750	450-750	450-750	45-50	—
lurking shear mite	12	shearmite	—	750-1,250	750-1,250	750-1,250	55-60	Yes
malkloc	10	malkloc	—	525-875	525-875	525-875	50-55	—
malkloc bull	14	malkloc	—	975-1,625	975-1,625	975-1,625	70-75	—
mature reptilian flier	16	reptilian flier	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
mutant baz nitch	5	baz nitch	—	225-375	225-375	225-375	30-35	—
mutant rancor	70	rancor	—	5,775-9,625	5,775-9,625	5,775-9,625	351.75-368.5	—
Nightsister elder	275	Nightsister	—	14,662.5-24,437.5	14,662.5-24,437.5	14,662.5-24,437.5	1,428-1,496	—
Nightsister initiate	50	Nightsister	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
Nightsister outcast	75	Nightsister	—	6,150-10,250	6,150-10,250	6,150-10,250	378-396	—
Nightsister protector	125	Nightsister	—	9,037.5-15,062.5	9,037.5-15,062.5	9,037.5-15,062.5	640.5-671	—
Nightsister rancor	50	Nightsister	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
Nightsister rancor tamer	75	Nightsister	—	6,150-10,250	6,150-10,250	6,150-10,250	378-396	—
Nightsister ranger	75	Nightsister	—	6,150-10,250	6,150-10,250	6,150-10,250	378-396	—
Nightsister sentinel	80	Nightsister	—	6,525-10,875	6,525-10,875	6,525-10,875	404.25-423.5	—
Nightsister sentry	20	Nightsister	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Nightsister slave	10	Nightsister	—	525-875	525-875	525-875	50-55	—
Nightsister spell weaver	100	Nightsister	—	8,025-13,375	8,025-13,375	8,025-13,375	509.25-533.5	—
Nightsister stalker	85	Nightsister	—	6,900-11,500	6,900-11,500	6,900-11,500	430.5-451	—
purbole	16	purbole	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
purbole elder	22	purbole	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
purbole hunter	18	purbole	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
purbole scout	15	purbole	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
purbole stalker	18	purbole	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
purbole youth	14	purbole	—	900-1,500	900-1,500	900-1,500	65-70	—
rancor	50	rancor	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
rancor youth	40	rancor	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
reclusive shear mite	16	shear mite	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	Yes
reptilian flier	14	reptilian flier	—	900-1,500	900-1,500	900-1,500	65-70	—
shear mite	8	shear mite	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
shear mite broodling	6	shearmite	—	75-125	75-125	75-125	25-30	—
shear mite hunter	12	shearmite	—	525-875	525-875	525-875	50-55	—
shear mite queen	18	shear mite	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	Yes
shear mite soldier	10	shearmite	—	450-750	450-750	450-750	45-50	Yes
Singing Mountain clan rancor	50	Mountain clan	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
Singing Mountain clan sentry	20	Mountain clan	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	194	—	—	—	Yes	—	—	—	PostureDownAttack	—
35%	747	—	Yes	—	—	—	Yes	—	PostureDownAttack	—
30%	68	—	—	—	Yes	—	—	—	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	Yes	—	—	IntimidationAttack
35%	747	—	Yes	Yes	—	Yes	Yes	—	—	IntimidationAttack
30%	413	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
40%	1,085	—	—	Yes	Yes	—	—	—	StunAttack	—
40%	1,355	—	—	Yes	—	Yes	Yes	—	—	BlindAttack
30%	40	—	—	—	Yes	—	Yes	—	—	—
55%	17,517	Yes	—	Yes	—	Yes	—	—	KnockDownAttack	DizzyAttack
55%	192,335	Yes	—	Yes	—	Yes	—	—	—	—
55%	9,955	Yes	Yes	Yes	—	Yes	—	—	—	—
55%	19,681	Yes	—	Yes	—	Yes	—	—	—	—
55%	47,200	Yes	—	Yes	—	Yes	—	—	—	—
55%	9,955	Yes	Yes	Yes	—	Yes	—	—	PostureDownAttack	IntimidationAttack
55%	19,681	Yes	—	Yes	—	Yes	—	—	—	—
55%	19,681	Yes	Yes	Yes	—	Yes	—	—	—	—
55%	21,952	Yes	—	Yes	—	Yes	—	—	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
30%	413	—	—	—	—	Yes	—	—	—	—
55%	32,112	Yes	—	Yes	—	Yes	—	—	—	—
55%	24,332	Yes	Yes	Yes	—	Yes	—	—	—	—
40%	1,355	—	Yes	—	—	Yes	Yes	—	StunAttack	—
55%	2,370	—	Yes	Yes	—	Yes	Yes	—	PostureDownAttack	StunAttack
45%	1,659	Yes	Yes	Yes	—	Yes	Yes	—	StunAttack	IntimidationAttack
40%	1,215	—	Yes	—	—	Yes	Yes	—	StunAttack	—
45%	1,659	Yes	Yes	Yes	—	Yes	Yes	—	DizzyAttack	PostureDownAttack
40%	1,085	—	Yes	Yes	—	Yes	Yes	—	StunAttack	—
55%	9,955	Yes	Yes	Yes	—	Yes	Yes	—	—	IntimidationAttack
55%	6,839	—	Yes	Yes	—	Yes	Yes	—	KnockDownAttack	StunAttack
40%	1,355	—	Yes	Yes	—	Yes	Yes	—	—	BlindAttack
40%	1,085	—	—	Yes	—	Yes	Yes	—	—	PostureDownAttack
30%	194	—	Yes	Yes	—	Yes	Yes	—	—	BlindAttack
30%	68	—	Yes	Yes	—	Yes	Yes	—	PostureDownAttack	—
35%	747	Yes	Yes	Yes	—	Yes	Yes	—	—	PostureDownAttack
45%	1,659	—	Yes	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
30%	413	—	Yes	Yes	—	Yes	Yes	—	—	StunAttack
55%	9,955	—	Yes	Yes	—	Yes	—	—	IntimidationAttack	IntimidationAttack
30%	1,997	—	—	—	—	—	—	—	—	—

DATHOMIR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Singing Mountain clan arch witch	100	Mountain clan	—	8,025-13,375	8,025-13,375	8,025-13,375	509.25-533.5	—
Singing Mountain clan councilwoman	250	Mountain clan	—	13,725-22,875	13,725-22,875	13,725-22,875	1,296.75-1,358.5	—
Singing Mountain clan dragoon	95	Mountain clan	—	7,650-12,750	7,650-12,750	7,650-12,750	483-506	—
Singing Mountain clan guardian	150	Mountain clan	—	9,975-16,625	9,975-16,625	9,975-16,625	771.75-808.5	—
Singing Mountain clan huntress	75	Mountain clan	—	6,150-10,250	6,150-10,250	6,150-10,250	378-396	—
Singing Mountain clan initiate	50	Mountain clan	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
Singing Mountain clan outcast	75	Mountain clan	—	6,150-10,250	6,150-10,250	6,150-10,250	378-396	—
Singing Mountain clan rancor tamer	75	Mountain clan	—	6,150-10,250	6,150-10,250	6,150-10,250	378-396	—
Singing Mountain clan scout	75	Mountain clan	—	6,150-10,250	6,150-10,250	6,150-10,250	378-396	—
Singing Mountain clan slave	10	Mountain clan	—	525-875	525-875	525-875	50-55	—
verne	8	verne	—	375-625	375-625	375-625	40-45	—
verne bull	10	verne	—	525-875	525-875	525-875	50-55	—
verne calf	6	verne	—	225-375	225-375	225-375	30-35	—
young baz nitch	2	baz nitch	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
young malkloc	8	malkloc	—	375-625	375-625	375-625	40-45	—
young reptilian flier	10	reptilian flier	—	450-750	450-750	450-750	45-50	—

ENDOR

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
adept Jinda shaman	10	Jinda tribe	—	525-875	525-875	525-875	50-55	—
adept Panshee shaman	10	Panshee tribe	—	525-875	525-875	525-875	50-55	—
aged lantern bird	5	lantern	—	75-125	75-125	75-125	25-30	—
aggravated bordok mare	50	bordok	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
arachne drone	35	arachne	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	Yes
arachne hatchling	2	arachne	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
arachne warrior	25	arachne	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	Yes
arachne webmaster	30	arachne	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
archaic Gondula ritualist	30	Gondula tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
archaic Jinda ritualist	60	Jinda tribe	—	5,175-8,625	5,175-8,625	5,175-8,625	309.75-324.5	—
archaic Panshee ritualist	60	Panshee tribe	—	5,175-8,625	5,175-8,625	5,175-8,625	309.75-324.5	—
bark mite burrower	54	bark mite	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	Yes
bark mite burrower queen	39	bark mite	—	3,450-5,750	3,450-5,750	3,450-5,750	189-198	Yes
bedraggled Korga laborer	10	Korga tribe	—	450-750	450-750	450-750	45-50	—
bedraggled Pubam laborer	20	Pubam	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
beguiling Donkuwah scout	10	Donkuwah tribe	—	375-625	375-625	375-625	40-45	—
beguiling Korga scout	10	Korga tribe	—	375-625	375-625	375-625	40-45	—
beguiling Pubam scout	25	Pubam	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	32,112	Yes	—	Yes	—	Yes	—	—	—	—
55%	161,707	Yes	—	Yes	—	Yes	—	—	—	—
55%	29,412	Yes	—	Yes	—	Yes	—	—	—	—
55%	64,916	Yes	—	Yes	—	Yes	—	—	—	—
55%	19,681	Yes	Yes	Yes	—	Yes	—	—	—	—
55%	9,955	Yes	—	Yes	—	Yes	—	—	—	—
55%	19,681	Yes	—	Yes	—	Yes	—	—	—	—
55%	19,681	Yes	Yes	Yes	—	Yes	—	—	—	—
55%	19,681	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	413	—	—	—	—	Yes	—	—	—	—
30%	194	—	—	Yes	Yes	—	Yes	—	—	IntimidationAttack
30%	413	—	—	Yes	Yes	—	Yes	—	StunAttack	—
30%	68	—	—	Yes	Yes	—	—	—	—	—
25%	20	—	—	—	Yes	—	—	—	—	—
30%	194	—	—	Yes	Yes	—	—	—	StunAttack	—
30%	413	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	413	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	Yes	—	Yes	—	—	—
30%	9,955	Yes	—	Yes	—	Yes	—	—	StunAttack	PostureDownAttack
30%	5,448	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	DizzyAttack
25%	20	—	—	Yes	Yes	—	Yes	—	—	—
40%	2,996	—	Yes	Yes	Yes	Yes	Yes	—	BlindAttack	StunAttack
55%	4,169	Yes	—	Yes	Yes	Yes	Yes	—	StunAttack	KnockDownAttack
55%	4,169	—	—	Yes	—	—	—	—	—	—
55%	13,517	—	—	Yes	—	—	—	—	—	—
55%	13,517	—	—	Yes	—	—	—	—	—	—
30%	11,327	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	BlindAttack
30%	6,552	Yes	—	Yes	—	Yes	Yes	—	StunAttack	IntimidationAttack
30%	413	—	—	Yes	—	Yes	—	—	—	—
30%	1,997	—	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	413	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	2,996	Yes	Yes	Yes	—	Yes	—	—	—	—

ENDOR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
bewitching Donkuwah shaman	10	Donkuwah tribe	—	375-625	375-625	375-625	40-45	—
bewitching Korga dark shaman	10	Korga tribe	—	375-625	375-625	375-625	40-45	—
bewitching Pubam dark shaman	30	Pubam	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
blood crazed plains marauder	55	marauder	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
blood drenched merek king	55	merek	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
blood frenzied boar wolf	50	boar wolf	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
blood stained merek	30	blood	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	Yes
bloodseeker mite	30	bloodseeker	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	Yes
bloodseeker mite queen	25	bloodseeker	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
blooming jax	25	jax	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
blurr	50	blurr	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	Yes
blurr pup	5	blurr	—	75-125	75-125	75-125	25-30	—
blushing jax	25	jax	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
boar wolf	20	boar wolf	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
boar wolf cub	5	boar wolf	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
boar wolf ravager	25	boar wolf	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
bolle bol bark biter	30	bolle bol	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
bolle bol calf	2	bolle bol	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
bolle bol female	50	bolle bol	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
bolle bol herd leader	30	bolle bol	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
bolle bol male	35	bolle bol	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
bolma	25	bolma	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
bolma pack master	25	bolma	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
bolma youth	5	bolma	—	75-125	75-125	75-125	25-30	—
bordok ancient	40	bordok	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
bordok foal	25	bordok	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
bordok herd master	30	bordok	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Borgle life sapper	55	Borgle	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
charal	100	Nightsister	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
competent Gondula ritualist	15	Gondula tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
competent Jinda ritualist	50	Jinda tribe	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
competent Panshee ritualist	50	Panshee tribe	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
cowardly gurreck	15	gurreck	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
crafty Donkuwah scout	10	Donkuwah tribe	—	375-625	375-625	375-625	40-45	—
crafty Korga scout	10	Korga tribe	—	375-625	375-625	375-625	40-45	—
crafty Pubam scout	35	Pubam	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
crazed gurreck	25	crazed gurreck	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	—
crimson blurr	30	blurr	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	Yes
delirious merek avenger	40	toxic	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	Yes
deranged mantigrae	55	mantigrae	—	4,800-8,000	4,800-8,000	4,800-8,000	283.5-297	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
30%	4,169	Yes	—	Yes	—	Yes	—	—	—	—
55%	11,681	Yes	Yes	Yes	—	Yes	—	—	—	—
55%	11,681	Yes	Yes	Yes	Yes	Yes	Yes	—	StunAttack	BlindAttack
40%	9,955	Yes	—	Yes	—	Yes	Yes	—	KnockDownAttack	BlindAttack
55%	4,169	Yes	—	Yes	—	Yes	Yes	—	KnockDownAttack	—
55%	4,169	—	—	Yes	—	Yes	Yes	—	DizzyAttack	PostureDownAttack
55%	2,996	Yes	—	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
40%	2,996	—	—	Yes	—	—	—	—	PostureDownAttack	BlindAttack
30%	9,955	—	—	Yes	—	—	—	—	StunAttack	BlindAttack
30%	40	—	—	Yes	Yes	—	—	—	—	—
40%	2,996	—	—	Yes	—	—	—	—	BlindAttack	DizzyAttack
55%	1,997	—	—	Yes	—	Yes	Yes	—	StunAttack	—
30%	40	—	—	Yes	—	Yes	Yes	—	PostureDownAttack	—
55%	2,996	Yes	—	Yes	—	Yes	Yes	—	StunAttack	BlindAttack
55%	4,169	—	—	Yes	Yes	—	—	—	DizzyAttack	PostureDownAttack
25%	20	—	—	Yes	Yes	—	—	—	—	—
30%	9,955	—	—	Yes	Yes	—	—	—	PostureDownAttack	DizzyAttack
55%	4,169	—	—	Yes	Yes	—	—	—	KnockDownAttack	IntimidationAttack
55%	5,448	—	—	Yes	Yes	—	—	—	PostureDownAttack	BlindAttack
40%	2,996	—	—	Yes	Yes	—	—	—	DizzyAttack	PostureDownAttack
55%	2,996	—	—	Yes	—	—	—	—	—	BlindAttack
30%	40	—	—	Yes	Yes	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	BlindAttack	StunAttack
40%	2,996	—	—	Yes	Yes	—	—	—	IntimidationAttack	DizzyAttack
55%	4,169	—	—	Yes	Yes	—	—	—	IntimidationAttack	—
55%	11,681	Yes	Yes	Yes	—	Yes	—	—	PostureDownAttack	DizzyAttack
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
25%	9,955	—	—	Yes	—	—	—	—	—	—
25%	9,955	—	—	Yes	—	—	—	—	—	—
30%	1,215	—	—	Yes	—	—	Yes	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
30%	5,448	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	—	—	Yes	Yes	—	DizzyAttack	StunAttack
55%	4,169	—	—	Yes	Yes	—	—	—	PostureDownAttack	KnockDownAttack
55%	6,839	—	Yes	Yes	—	Yes	Yes	—	IntimidationAttack	StunAttack
55%	11,681	—	—	—	—	Yes	Yes	—	BlindAttack	StunAttack

ENDOR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
desert gurreck charger	20	gurreck	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
diseased blurr	55	diseased blurr	—	4,800-8,000	4,800-8,000	4,800-8,000	283.5-297	—
disturbed bolma	25	disturbed bolma	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	—
domesticated blurr	2	domestic blurr	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
domesticated merek	50	domestic merek	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	Yes
Donkuwah battlelord	15	Donkuwah tribe	—	900-1,500	900-1,500	900-1,500	65-70	—
Donkuwah chieftan	55	Donkuwah tribe	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
Donkuwah cub	3	Donkuwah tribe	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Donkuwah laborer	10	Donkuwah tribe	—	450-750	450-750	450-750	45-50	—
Donkuwah scout	15	Donkuwah tribe	—	900-1,500	900-1,500	900-1,500	65-70	—
Donkuwah shaman	15	Donkuwah tribe	—	900-1,500	900-1,500	900-1,500	65-70	—
Donkuwah spiritmaster	15	Donkuwah tribe	—	900-1,500	900-1,500	900-1,500	65-70	—
Donkuwah tribesman	15	Donkuwah tribe	—	900-1,500	900-1,500	900-1,500	65-70	—
dulok outcast	20	dulok outcast	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
dulok outcast raider	20	dulok outcast	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
eerie Donkuwah spiritmaster	10	Donkuwah tribe	—	375-625	375-625	375-625	40-45	—
eerie Korga spiritmaster	10	Korga tribe	—	375-625	375-625	375-625	40-45	—
eerie Pubam spiritmaster	10	Pubam	—	375-625	375-625	375-625	40-45	—
elder Hanadak matriarch	35	Hanadak	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
elder Squall	9	Squall	—	450-750	450-750	450-750	45-50	—
enraged Donkuwah	30	Donkuwah tribe	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
enraged Korga	30	Korga tribe	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
enraged Pubam	10	Pubam	—	375-625	375-625	375-625	40-45	—
erratic swirl prong	30	swirl prong	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Ewok outcast	30	Ewok outcast	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Ewok outcast raider	30	Ewok outcast	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
feral marauder	45	marauder	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
festerling squill	29	festerling squill	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
fierce Borgle	55	Borgle	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
fightmaster jorak	20	marauder	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
foul Donkuwah laborer	20	Donkuwah tribe	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
foul Korga laborer	20	Korga tribe	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
foul Pubam laborer	30	Pubam	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
frenzied Donkuwah	35	Donkuwah tribe	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
frenzied Korga	35	Korga tribe	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
frenzied marauder	50	marauder	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
frenzied Pubam	40	Pubam	—	3,525-5,875	3,525-5,875	3,525-5,875	194.25-203.5	—
gifted Gondula shaman	40	Gondula tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
gifted Jinda shaman	30	Jinda tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
gifted Panshee shaman	10	Panshee tribe	—	525-875	525-875	525-875	50-55	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	1,997	—	—	Yes	—	Yes	Yes	—	—	BlindAttack
55%	11,681	—	—	—	—	Yes	Yes	—	MildDisease	DizzyAttack
55%	2,996	—	—	Yes	Yes	Yes	—	—	PostureDownAttack	KnockDownAttack
25%	20	—	—	Yes	Yes	—	—	—	—	—
30%	9,955	—	—	Yes	—	—	Yes	—	PostureDownAttack	StunAttack
40%	1,215	Yes	—	Yes	—	Yes	—	—	—	—
55%	11,681	Yes	—	Yes	—	Yes	—	—	—	—
25%	25	—	—	Yes	—	Yes	—	—	—	—
30%	413	—	—	Yes	—	Yes	—	—	—	—
40%	1,215	Yes	—	Yes	—	Yes	—	—	—	—
40%	1,215	Yes	—	Yes	—	Yes	—	—	—	—
40%	1,215	Yes	—	Yes	—	Yes	—	—	—	—
40%	1,215	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
40%	413	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,448	Yes	—	Yes	Yes	Yes	Yes	—	PostureDownAttack	IntimidationAttack
30%	290	—	—	Yes	Yes	—	—	—	—	—
55%	4,169	Yes	—	Yes	—	Yes	—	—	—	—
55%	4,169	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
55%	4,169	—	—	Yes	Yes	—	—	—	PostureDownAttack	IntimidationAttack
55%	4,169	—	—	Yes	—	—	—	—	—	—
55%	4,169	—	—	Yes	—	—	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
40%	3,926	—	—	Yes	Yes	—	Yes	—	BlindAttack	PostureDownAttack
55%	11,681	Yes	—	Yes	—	Yes	—	—	—	BlindAttack
30%	1,997	—	—	—	—	—	—	—	—	—
55%	1,997	—	—	Yes	—	Yes	—	—	—	—
55%	1,997	—	—	Yes	—	Yes	—	—	—	—
55%	4,169	—	—	Yes	—	Yes	—	—	—	—
55%	5,448	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,448	Yes	—	Yes	—	Yes	—	—	—	—
30%	9,955	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	4,169	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—

ENDOR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
gnarled Donkuwah spiritmaster	20	Donkuwah tribe	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
gnarled Korga spiritmaster	20	Korga tribe	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
gnarled Pubam spiritmaster	30	Pubam	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
Gondula chief	50	Gondula tribe	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
Gondula cub	5	Gondula tribe	—	75-125	75-125	75-125	25-30	—
Gondula elder	55	Gondula tribe	—	4,800-8,000	4,800-8,000	4,800-8,000	283.5-297	—
Gondula elder worker	15	Gondula tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Gondula loremaster	15	Gondula tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Gondula matriarch	15	Gondula tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Gondula outcast	15	Gondula tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Gondula ritualist	20	Gondula tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Gondula shaman	15	Gondula tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Gondula tribesman	10	Gondula tribe	—	525-875	525-875	525-875	50-55	—
Gondula warrior	20	Gondula tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Gondula worker	35	Gondula tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
Gondula veteran	10	Gondula tribe	—	525-875	525-875	525-875	50-55	—
gorax	300	gorax	—	15,600-26,000	15,600-26,000	15,600-26,000	1,559.25-1,633.5	—
grassland blood marauder	55	marauder	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
grungy Donkuwah laborer	25	Donkuwah tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
grungy Korga laborer	25	Korga tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
grungy Pubam laborer	45	Pubam	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
gurreck	50	gurreck	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
haggard Donkuwah battlelord	20	Donkuwah tribe	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
haggard Pubam battlelord	50	Pubam	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
Hanadak ancient	40	Hanadak	—	3,525-5,875	3,525-5,875	3,525-5,875	194.25-203.5	—
Hanadak drifter	25	Hanadak	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
hardened Gondula warrior	50	Gondula tribe	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
hardened Jinda warrior	30	Jinda tribe	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
hardened Panshee warrior	15	Panshee tribe	—	975-1,625	975-1,625	975-1,625	70-75	—
Jinda chief	55	Jinda tribe	—	4,800-8,000	4,800-8,000	4,800-8,000	283.5-297	—
Jinda cub	5	Jinda tribe	—	75-125	75-125	75-125	25-30	—
Jinda elder	15	Jinda tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Jinda elder worker	15	Jinda tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Jinda loremaster	15	Jinda tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Jinda matriarch	40	Jinda tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Jinda outcast	15	Jinda tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Jinda ritualist	10	Jinda tribe	—	525-875	525-875	525-875	50-55	—
Jinda shaman	20	Jinda tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Jinda tribesman	35	Jinda tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
Jinda veteran	35	Jinda tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	4,169	Yes	—	Yes	—	Yes	—	—	—	—
25%	9,955	—	—	Yes	—	—	—	—	—	—
55%	40	—	—	Yes	—	—	—	—	—	—
55%	11,681	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
55%	1,997	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
55%	1,997	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
55%	224,144	Yes	—	Yes	—	Yes	—	—	—	—
55%	11,681	Yes	Yes	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
30%	9,955	—	—	Yes	—	—	Yes	—	PostureDownAttack	IntimidationAttack
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	9,955	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	Yes	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	BlindAttack
40%	2,996	Yes	—	Yes	Yes	Yes	Yes	—	StunAttack	DizzyAttack
30%	9,955	Yes	—	Yes	—	—	—	—	—	—
55%	4,169	Yes	—	Yes	—	—	—	—	—	—
30%	1,215	Yes	—	Yes	—	—	—	—	—	—
55%	11,681	—	—	Yes	—	—	—	—	—	—
40%	40	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
55%	1,997	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—

ENDOR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Jinda warrior	40	Jinda tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Jinda worker	50	Jinda tribe	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
kai tok prowler	25	kai tok	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	Yes
kai tok scavenger	30	scavenger	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
kai tok slayer	35	slayer	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	Yes
king merek harvester	50	merek	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	Yes
Korga adept	10	Korga tribe	—	375-625	375-625	375-625	40-45	—
Korga ancient	25	Korga tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
Korga battlelord	45	Korga tribe	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
Korga chieftan	60	Korga tribe	—	5,025-8,375	5,025-8,375	5,025-8,375	299.25-313.5	—
Korga cub	3	Korga tribe	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Korga dark shaman	45	Korga tribe	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
Korga elder	20	Korga tribe	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Korga laborer	45	Korga tribe	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
Korga scout	45	Korga tribe	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
Korga spiritmaster	45	Korga tribe	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
lantern bird	5	lantern	—	75-125	75-125	75-125	25-30	—
lice ridden remmer queen	30	remmer	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	Yes
lumbering belma	30	bolma	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
mantigruue night stalker	25	mantigruue	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	Yes
mantigruue screecher	55	mantigruue	—	4,725-7,875	4,725-7,875	4,725-7,875	278.25-291.5	—
marauder	45	marauder	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
masterful Gondula warrior	10	Gondula tribe	—	450-750	450-750	450-750	45-50	—
masterful Jinda warrior	35	Jinda tribe	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	—
masterful Panshee warrior	35	Panshee tribe	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	—
mature Hanadak	30	Hanadak	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
mature Hanadak rock smasher	30	Hanadak	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
merek assassin	30	merek	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
merek cavern creeper	40	creeper	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	Yes
merek deaths head	55	creeper	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
merek harvester	55	harvester	—	4,725-7,875	4,725-7,875	4,725-7,875	278.25-291.5	—
minor gorax	120	gorax	—	8,850-14,750	8,850-14,750	8,850-14,750	614.25-643.5	—
naive Gondula working	35	Gondula tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
naive Jinda working	15	Jinda tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
naive Panshee working	45	Panshee tribe	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
noxious squill	19	noxious	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Panshee chief	45	Panshee tribe	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
Panshee cub	5	Panshee tribe	—	75-125	75-125	75-125	25-30	—
Panshee elder	45	Panshee tribe	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
Panshee elder worker	45	Panshee tribe	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	6,839	—	—	Yes	—	—	—	—	—	—
30%	9,955	—	—	Yes	—	—	—	—	—	—
55%	2,996	—	Yes	Yes	Yes	Yes	Yes	—	PostureDownAttack	BlindAttack
55%	4,169	—	Yes	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
55%	5,448	Yes	Yes	Yes	—	Yes	Yes	—	IntimidationAttack	—
55%	9,955	Yes	—	Yes	Yes	Yes	Yes	—	DizzyAttack	BlindAttack
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
55%	13,517	Yes	—	Yes	—	Yes	—	—	—	—
25%	25	—	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
30%	40	—	—	Yes	Yes	—	Yes	—	—	—
55%	4,169	—	—	Yes	—	Yes	—	—	KnockDownAttack	DizzyAttack
55%	4,169	—	—	Yes	Yes	—	—	—	IntimidationAttack	StunAttack
40%	2,996	Yes	Yes	Yes	Yes	Yes	Yes	—	—	PostureDownAttack
55%	11,681	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	KnockDownAttack
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
55%	5,448	Yes	—	Yes	—	—	—	—	—	—
55%	5,448	Yes	—	Yes	—	—	—	—	—	—
55%	4,169	—	—	Yes	Yes	Yes	Yes	—	IntimidationAttack	DizzyAttack
55%	4,169	—	—	Yes	—	Yes	Yes	—	StunAttack	DizzyAttack
55%	4,169	Yes	Yes	Yes	—	Yes	Yes	—	DizzyAttack	IntimidationAttack
55%	6,839	—	Yes	Yes	—	Yes	Yes	—	BlindAttack	IntimidationAttack
55%	11,681	Yes	—	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
55%	11,681	—	—	Yes	—	Yes	Yes	—	KnockDownAttack	DizzyAttack
55%	43,972	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
40%	8,341	—	—	Yes	—	—	—	—	—	—
30%	1,824	—	—	Yes	Yes	Yes	Yes	—	StunAttack	—
40%	8,341	—	—	Yes	—	—	—	—	—	—
40%	40	—	—	Yes	—	—	—	—	—	—
40%	8,341	—	—	Yes	—	—	—	—	—	—
40%	8,341	—	—	Yes	—	—	—	—	—	—

ENDOR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Panshee loremaster	25	Panshee tribe	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
Panshee matriarch	45	Panshee tribe	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
Panshee ritualist	5	Panshee tribe	—	75-125	75-125	75-125	25-30	—
Panshee shaman	30	Panshee tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Panshee tribesman	40	Panshee tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Panshee veteran	35	Panshee tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
Panshee warrior	40	Panshee tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Panshee worker	50	Panshee tribe	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
proficient Gondula worker	35	Gondula tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
proficient Jinda worker	35	Jinda tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
proficient Panshee worker	35	Panshee tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
Pubam battlelord	45	Pubam	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
Pubam chieftan	60	Pubam	—	5,025-8,375	5,025-8,375	5,025-8,375	299.25-313.5	—
Pubam cub	5	Pubam	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Pubam dark shaman	45	Pubam	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
Pubam scout	45	Pubam	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
Pubam spiritmaster	5	Pubam	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Pubam tribesman	45	Pubam	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
putrid Borgle	40	Borgle	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
queen arachne	60	arachne	—	5,025-8,375	5,025-8,375	5,025-8,375	299.25-313.5	—
queen merek harvester	50	merek	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
rabid Squall	9	rabid Squall	—	450-750	450-750	450-750	45-50	—
rancid remmer warrior	50	remmer	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	Yes
ravenous Roba stalker	40	Roba	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
reclusive Roba	30	reclusive Roba	—	3,000-5,000	3,000-5,000	3,000-5,000	157.5-165	—
remmer carrion keeper	40	remmer	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	Yes
revered Panshee matriarch	40	Panshee tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
roaming bordok stud	30	bordok	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Roba	30	Roba	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Roba pack leader	30	Roba	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
rotten gut remmer king	30	remmer	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
scholar szingo	20	marauder	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
seasoned Gondula warrior	40	Gondula tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
seasoned Jinda warrior	40	Jinda tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
seasoned Panshee warrior	40	Panshee tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
shaggy Donkuwah youth	5	Donkuwah tribe	—	75-125	75-125	75-125	25-30	—
shaggy Korga youth	15	Korga tribe	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
shaggy ubam youth	5	Pubam	—	75-125	75-125	75-125	25-30	—
shimmering lantern bird	5	lantern	—	75-125	75-125	75-125	25-30	—
skilled Gondula worker	40	Gondula tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	2,996	—	—	Yes	—	—	—	—	—	—
40%	8,341	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
55%	4,169	—	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
30%	9,955	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
55%	13,517	Yes	—	Yes	—	Yes	—	—	—	—
25%	40	—	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
40%	40	—	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	—	—	Yes	—	Yes	—	—	IntimidationAttack	PostureDownAttack
55%	13,517	Yes	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	DizzyAttack
55%	9,955	—	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	StunAttack
30%	290	—	—	Yes	—	—	Yes	—	—	—
30%	9,955	—	—	Yes	—	Yes	—	—	StunAttack	PostureDownAttack
30%	6,839	—	Yes	Yes	—	Yes	Yes	—	—	KnockDownAttack
30%	4,169	—	—	—	—	—	—	—	StimAttack	BlindAttack
40%	6,839	—	—	Yes	—	Yes	—	—	PostureDownAttack	BlindAttack
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	4,169	—	—	Yes	—	—	—	—	PostureDownAttack	DizzyAttack
30%	4,169	—	—	Yes	—	—	—	—	BlindAttack	StimAttack
55%	4,169	—	—	Yes	—	—	—	—	DizzyAttack	BlindAttack
55%	4,169	Yes	—	Yes	—	Yes	—	—	PostureDownAttack	DizzyAttack
30%	1,997	—	—	—	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
55%	1,215	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	Yes	Yes	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—

ENDOR (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
skilled Jinda worker	40	Jinda tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
skilled Panshee worker	40	Panshee tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
spooky Donkuwah spiritmaster	25	Donkuwah tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
spooky Korga spiritmaster	50	Korga tribe	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
spooky Pubam spiritmaster	35	Pubam	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
Squall	6	Squall	—	225-375	225-375	225-375	30-35	—
swirl prong	20	swirl prong	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
swirl prong impaler	30	swirl prong	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
swirl prong pack leader	15	swirl prong	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
tainted Donkuwah dark shaman	25	Donkuwah tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
tainted Korga dark shaman	25	Korga tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
tainted Pubam dark shaman	35	Pubam	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
toxic merek battlelord	45	merek	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	Yes
tricky Donkuwah scout	20	Donkuwah tribe	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
tricky Korga scout	25	Korga tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
tricky Pubam scout	55	Pubam	—	4,650-7,750	4,650-7,750	4,650-7,750	273-286	—
twisted Donkuwah scavenger	25	Donkuwah tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
twisted Korga scavenger	20	Korga tribe	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
twisted Pubam scavenger	35	Pubam	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
venom filled arachne	25	arachne	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	Yes
vicious Donkuwah battlelord	25	Donkuwah tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
vicious Korga battlelord	25	Korga tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
vicious Pubam battlelord	35	Pubam	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
vile Donkuwah battlelord	25	Donkuwah tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
vile Korga battlelord	25	Korga tribe	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
wandering desert marauder	50	marauder	—	4,275-7,125	4,275-7,125	4,275-7,125	246.75-258.5	—
weathered Gondula shaman	40	Gondula tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
weathered Jinda shaman	20	Jinda tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
weathered Panshee shaman	30	Panshee tribe	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
wise Gondula ritualist	40	Gondula tribe	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
wise Jinda ritualist	20	Jinda tribe	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
wise Panshee ritualist	35	Panshee tribe	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
young Hanadak rock crusher	15	Hanadak	—	975-1,625	975-1,625	975-1,625	70-75	—
young Roba	50	Roba	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
30%	9,955	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,448	Yes	—	Yes	—	Yes	—	—	—	—
25%	68	—	—	Yes	Yes	—	Yes	—	—	—
55%	1,997	—	—	Yes	—	—	—	—	StunAttack	KnockDownAttack
55%	4,169	—	—	Yes	—	—	—	—	—	PostureDownAttack
40%	1,215	—	—	Yes	Yes	—	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,448	Yes	—	Yes	—	Yes	—	—	—	—
40%	8,341	Yes	Yes	Yes	Yes	Yes	Yes	—	StunAttack	BlindAttack
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	11,681	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,448	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	Yes	—	StunAttack	StunAttack
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,448	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
30%	9,955	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	1,997	—	—	Yes	—	—	—	—	—	—
55%	4,169	—	—	Yes	—	—	—	—	—	—
55%	6,839	—	—	Yes	—	—	—	—	—	—
55%	1,997	—	—	Yes	—	—	—	—	—	—
55%	5,448	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	Yes	Yes	Yes	—	—	DizzyAttack
30%	9,955	—	—	Yes	—	—	—	—	BlindAttack	StunAttack

LOK

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
blood razor berzerker	38	bloodrazor	—	3,375-5,625	3,375-5,625	3,375-5,625	183.75-192.5	—
blood razor captain	40	bloodrazor	—	3,525-5,875	3,525-5,875	3,525-5,875	194.25-203.5	—
blood razor cutthroat	32	bloodrazor	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
blood razor destroyer	36	bloodrazor	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	—
blood razor guard	36	bloodrazor	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	—
blood razor officer	38	bloodrazor	—	3,375-5,625	3,375-5,625	3,375-5,625	183.75-192.5	—
blood razor pirate elite	30	bloodrazor	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
blood razor pirate strong	25	bloodrazor	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
blood razor pirate weak	20	bloodrazor	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
blood razor scout	30	bloodrazor	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
canyon corsair captain	50	corsairs	—	4,425-7,375	4,425-7,375	4,425-7,375	257.25-269.5	—
canyon corsair cutthroat	32	corsairs	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
canyon corsair destroyer	38	corsairs	—	3,375-5,625	3,375-5,625	3,375-5,625	183.75-192.5	—
canyon corsair guard	36	corsairs	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	—
canyon corsair pirate elite	40	corsairs	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
canyon corsair pirate strong	35	corsairs	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
canyon corsair pirate weak	30	corsairs	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
canyon corsair scout	30	corsairs	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
crazed gurl destroyer	40	gurl	—	3,525-5,875	3,525-5,875	3,525-5,875	194.25-203.5	—
desert vesp	30	vesp	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
domesticated gurnaset	13	domestic gurnaset	—	975-1,625	975-1,625	975-1,625	70-75	Yes
domesticated snorbal	30	domestic snorbal	—	3,000-5,000	3,000-5,000	3,000-5,000	157.5-165	—
droideka strong	45	droideka	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
droideka weak	35	droideka	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
dune kimogila	80	kimogila	—	6,600-11,000	6,600-11,000	6,600-11,000	409.5-429	—
elder snorbal female	35	snorbal	—	3,375-5,625	3,375-5,625	3,375-5,625	183.75-192.5	—
elder snorbal male	37	snorbalmale	—	3,450-5,750	3,450-5,750	3,450-5,750	189-198	—
elite canyon corsair	45	corsairs	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
enraged dune kimogila	120	kimogila	—	8,887.5-14,812.5	8,887.5-14,812.5	8,887.5-14,812.5	619.5-649	—
enraged kimogila	90	kimogila	—	7,350-12,250	7,350-12,250	7,350-12,250	462-484	—
female snorbal calf	19	snorbal	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
feral gurl	34	feral gurl	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—
ferocious kusak	20	kusak	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
flit	5	flit	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
flit bloodsucker	6	flit	—	75-125	75-125	75-125	25-30	—
flit harasser	7	flit	—	225-375	225-375	225-375	30-35	—
flit youth	3	flit	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
giant dune kimogila	90	kimogila	—	7,350-12,250	7,350-12,250	7,350-12,250	462-484	—
giant flit	15	flit	—	975-1,625	975-1,625	975-1,625	70-75	—
giant kimogila	80	kimogila	—	6,600-11,000	6,600-11,000	6,600-11,000	409.5-429	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	6,269	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	Yes	—	Yes	—	Yes	—	—	—	—
55%	4,667	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,717	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,717	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,269	Yes	—	Yes	—	Yes	—	—	—	—
55%	4,169	Yes	—	Yes	—	Yes	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	4,169	Yes	—	Yes	—	Yes	—	—	—	—
55%	9,955	Yes	—	—	—	—	—	—	—	—
55%	4,667	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,269	Yes	—	Yes	—	Yes	—	—	—	—
55%	5,717	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	Yes	—	—	—	—	—	—	—	—
55%	5,448	Yes	—	—	—	—	—	—	—	—
55%	4,169	Yes	—	—	—	—	—	—	—	—
55%	4,169	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,839	Yes	Yes	Yes	Yes	Yes	Yes	—	KnockDownAttack	IntimidationAttack
55%	4,169	—	—	Yes	—	Yes	Yes	—	BlindAttack	StunAttack
35%	965	—	—	—	Yes	—	Yes	—	IntimidationAttack	—
55%	4,169	—	—	—	Yes	—	—	—	DizzyAttack	StunAttack
55%	8,341	Yes	—	—	—	—	—	—	—	—
55%	5,448	Yes	—	—	—	—	—	—	—	—
55%	21,952	Yes	—	—	—	Yes	—	—	IntimidationAttack	KnockDownAttack
55%	5,448	—	—	—	Yes	—	—	—	DizzyAttack	StunAttack
55%	5,991	—	—	Yes	Yes	—	—	—	PostureDownAttack	StunAttack
55%	8,341	Yes	—	—	—	—	—	—	—	—
55%	43,972	Yes	—	—	—	Yes	—	—	KnockDownAttack	BlindAttack
55%	26,818	Yes	—	—	—	Yes	—	—	KnockDownAttack	DizzyAttack
50%	1,824	—	—	—	Yes	—	—	—	StunAttack	—
55%	5,183	—	Yes	Yes	—	Yes	—	—	DizzyAttack	StunAttack
55%	1,997	Yes	Yes	Yes	—	Yes	Yes	—	BlindAttack	PostureDownAttack
30%	40	—	—	Yes	—	Yes	Yes	—	StunAttack	—
30%	68	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
30%	121	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
25%	25	—	—	Yes	—	Yes	0	—	—	—
55%	26,818	Yes	—	—	—	Yes	—	—	PostureDownAttack	StunAttack
40%	1,215	—	—	Yes	—	Yes	Yes	—	—	PostureDownAttack
55%	21,952	Yes	—	—	—	Yes	—	—	KnockDownAttack	DizzyAttack

LOK (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
giant pharple	7	pharple	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
giant spined snake	18	spinesnake	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
gorge vesp	26	vesp	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	Yes
gurk	30	gurk	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
gurk gatherer	28	gurk	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
gurk tracker	30	gurk	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
gurk whelp	25	gurk	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
gurnaset	15	gurnaset	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
gurnaset hatchling	5	gurnaset	—	225-375	225-375	225-375	30-35	—
Imperial	26	Nym	Rebel	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	—
jinkins	20	Nym	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
kimogila	70	kimogila	—	5,850-9,750	5,850-9,750	5,850-9,750	357-374	—
kimogila hatchling	20	kimogila	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	Yes
kole	20	Nym	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
kusak	16	kusak	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
kusak mauler	22	kusak	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
kusak pup	8	kusak	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
kusak stalker	24	kusak	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
langlatch destroyer	18	langlatch	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
langlatch female	12	langlatch	—	750-1,250	750-1,250	750-1,250	55-60	—
langlatch hatchling	4	langlatch	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
langlatch hunter	15	langlatch	—	900-1,500	900-1,500	900-1,500	65-70	—
langlatch juvenile	8	langlatch	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
langlatch male	14	langlatch	—	900-1,500	900-1,500	900-1,500	65-70	—
langlatch marauder	16	langlatch	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
lowland salt mynock	24	mynock	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
male snorbal calf	20	snorbal	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
marooned pirate	18	piratesoflok	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
marooned pirate captain	22	piratesoflok	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
marooned pirate engineer	18	piratesoflok	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
marooned pirate first mate	20	piratesoflok	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
mature snorbal female	30	snorbal	—	3,000-5,000	3,000-5,000	3,000-5,000	157.5-165	—
mature snorbal male	32	snorbalmale	—	3,075-5,125	3,075-5,125	3,075-5,125	162.75-170.5	—
mercenary commander	40	merc	—	3,600-6,000	3,600-6,000	3,600-6,000	199.5-209	—
mercenary destroyer	38	merc	—	3,375-5,625	3,375-5,625	3,375-5,625	183.75-192.5	—
mercenary elite	38	merc	—	3,450-5,750	3,450-5,750	3,450-5,750	189-198	—
mercenary messenger	20	merc	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
mercenary strong	36	merc	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
mercenary warlord	45	merc	—	3,975-6,625	3,975-6,625	3,975-6,625	225.75-236.5	—
mercenary weak	34	merc	—	3,150-5,250	3,150-5,250	3,150-5,250	168-176	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	121	—	—	Yes	Yes	—	—	—	—	—
45%	1,659	Yes	—	—	—	Yes	Yes	—	DizzyAttack	StrongPoison
55%	3,223	—	—	Yes	—	Yes	Yes	—	BlindAttack	StunAttack
55%	4,169	—	—	Yes	—	—	—	—	DizzyAttack	StunAttack
55%	3,687	—	—	Yes	—	—	—	—	PostureDownAttack	StunAttack
55%	4,169	—	—	Yes	—	—	—	—	DizzyAttack	BlindAttack
55%	2,996	—	—	Yes	—	—	—	—	BlindAttack	IntimidationAttack
40%	1,215	—	—	—	Yes	—	—	—	PostureDownAttack	—
30%	40	—	—	—	Yes	—	—	—	—	—
55%	3,223	Yes	—	—	—	—	—	—	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
55%	17,517	Yes	—	—	—	Yes	—	—	BlindAttack	DizzyAttack
55%	1,997	—	—	—	—	Yes	Yes	—	DizzyAttack	StunAttack
30%	1,997	—	—	—	—	—	—	—	—	—
40%	1,355	—	Yes	Yes	—	Yes	—	—	StunAttack	—
55%	2,370	—	Yes	Yes	—	Yes	Yes	—	PostureDownAttack	—
30%	194	—	Yes	Yes	—	Yes	Yes	—	—	BlindAttack
55%	2,779	Yes	Yes	Yes	—	Yes	Yes	—	DizzyAttack	—
45%	1,659	Yes	Yes	Yes	Yes	Yes	Yes	—	StunAttack	KnockDownAttack
35%	747	—	—	Yes	—	Yes	Yes	—	BlindAttack	StunAttack
30%	30	—	—	Yes	—	Yes	Yes	—	—	PostureDownAttack
40%	1,215	Yes	Yes	Yes	Yes	Yes	Yes	—	DizzyAttack	—
30%	194	—	—	Yes	—	Yes	Yes	—	PostureDownAttack	—
40%	1,085	—	—	Yes	—	Yes	Yes	—	PostureDownAttack	—
40%	1,355	—	—	Yes	—	Yes	Yes	—	BlindAttack	—
55%	2,779	Yes	—	Yes	—	Yes	Yes	—	DizzyAttack	BlindAttack
55%	1,997	—	—	—	Yes	—	—	—	DizzyAttack	StunAttack
45%	1,659	Yes	—	—	—	—	—	—	—	—
55%	2,370	Yes	—	—	—	—	—	—	—	—
45%	1,659	Yes	—	—	—	—	—	—	—	—
55%	1,997	Yes	—	—	—	—	—	—	—	—
55%	4,169	—	—	—	Yes	—	—	—	PostureDownAttack	KnockDownAttack
55%	4,667	—	—	Yes	Yes	—	—	—	PostureDownAttack	StunAttack
55%	6,839	Yes	Yes	—	—	Yes	—	—	—	—
55%	6,269	Yes	—	Yes	—	Yes	—	—	—	—
55%	6,269	Yes	Yes	—	—	Yes	—	—	—	—
55%	1,997	—	—	—	—	—	—	—	—	—
55%	5,717	Yes	Yes	—	—	Yes	—	—	—	—
55%	8,341	Yes	Yes	—	—	Yes	—	—	—	—
55%	5,183	Yes	Yes	—	—	Yes	—	—	—	—

LOK (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
mountain vesp	24	vesp	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	Yes
Nien Nunb	100	Rebel	Rebel	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Nym	100	Nym	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Nym bodyguard	27	Nym	—	2,325-3,875	2,325-3,875	2,325-3,875	136.5-143	—
Nym brawler	25	Nym	—	2,175-3,625	2,175-3,625	2,175-3,625	126-132	—
Nym destroyer	38	Nym	—	3,525-5,875	3,525-5,875	3,525-5,875	194.25-203.5	—
Nym domesticated gurl	25	Nym	—	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	—
Nym droideka strong	45	Nym	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
Nym droideka weak	35	Nym	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
Nym guard elite	38	Nym	—	3,525-5,875	3,525-5,875	3,525-5,875	194.25-203.5	—
Nym guard strong	34	Nym	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	—
Nym guard weak	30	Nym	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Nym kusak guardian	28	Nym	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
Nym patrol elite	40	Nym	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Nym patrol strong	36	Nym	—	3,375-5,625	3,375-5,625	3,375-5,625	183.75-192.5	—
Nym patrol weak	32	Nym	—	3,075-5,125	3,075-5,125	3,075-5,125	162.75-170.5	—
Nym pirate elite	30	Nym	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
Nym pirate strong	26	Nym	—	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	—
Nym pirate weak	22	Nym	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
Nym surveyer	20	Nym	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
perlek	13	perlek	—	900-1,500	900-1,500	900-1,500	65-70	Yes
perlek ravager	17	perlek	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	Yes
perlek scavenger	15	perlek	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	Yes
pharple	5	pharple	—	75-125	75-125	75-125	25-30	—
recluse gurl king	45	gurl	—	3,900-6,500	3,900-6,500	3,900-6,500	220.5-231	—
riverside sulfur mynock	32	mynock	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
runty pharple	3	pharple	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
salt mynock	22	mynock	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
sandy spined snake	10	spinesnake	—	450-750	450-750	450-750	45-50	Yes
shaggy gurl youth	30	gurl	—	2,550-4,250	2,550-4,250	2,550-4,250	152.25-159.5	—
sharptooth langlatch	16	langlatch	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
snorbal matriarch	45	snorbal	—	4,050-6,750	4,050-6,750	4,050-6,750	231-242	—
spined snake	12	spinesnake	—	750-1,250	750-1,250	750-1,250	55-60	Yes
spined snake recluse	14	spined snake recluse	—	975-1,625	975-1,625	975-1,625	70-75	Yes
sulfur pool mynock	30	mynock	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
vesp	22	vesp	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
vesp hunter	25	vesp	—	2,100-3,500	2,100-3,500	2,100-3,500	120.75-126.5	Yes
vesp scavenger	27	vesp	—	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	Yes
young spined snake	6	spinesnake	—	225-375	225-375	225-375	30-35	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	2,779	—	—	Yes	—	Yes	Yes	—	BlindAttack	DizzyAttack
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
55%	3,453	Yes	—	—	—	—	—	—	—	—
55%	2,996	Yes	—	—	—	—	—	—	—	—
55%	6,269	Yes	—	—	—	—	—	—	—	—
55%	2,996	—	—	—	—	—	—	—	DizzyAttack	StunAttack
55%	8,341	Yes	—	—	—	—	—	—	—	—
55%	5,448	Yes	—	—	—	—	—	—	—	—
55%	6,269	Yes	—	—	—	—	—	—	—	—
55%	5,183	Yes	—	—	—	—	—	—	—	—
55%	4,169	Yes	—	—	—	—	—	—	—	—
55%	3,687	—	Yes	Yes	—	—	Yes	—	DizzyAttack	StunAttack
55%	6,839	Yes	Yes	—	—	—	—	—	—	—
55%	5,717	Yes	Yes	—	—	—	—	—	—	—
55%	4,667	Yes	Yes	—	—	—	—	—	—	—
55%	4,169	Yes	—	—	—	—	—	—	—	—
55%	3,223	Yes	—	—	—	—	—	—	—	—
55%	2,370	Yes	—	—	—	—	—	—	—	—
55%	1,997	Yes	—	—	—	—	—	—	—	—
35%	965	—	Yes	—	—	Yes	Yes	—	IntimidationAttack	—
45%	1,502	Yes	Yes	—	—	Yes	Yes	—	DizzyAttack	StunAttack
40%	1,215	—	Yes	—	—	Yes	Yes	—	—	StunAttack
30%	40	—	—	Yes	Yes	—	—	—	—	—
40%	8,341	Yes	—	Yes	Yes	Yes	Yes	—	PostureDownAttack	BlindAttack
55%	4,667	Yes	—	Yes	—	Yes	Yes	—	BlindAttack	DizzyAttack
25%	25	—	—	Yes	Yes	—	—	—	—	—
55%	2,370	—	—	Yes	—	Yes	Yes	—	KnockDownAttack	BlindAttack
30%	413	Yes	—	—	—	Yes	Yes	—	StunAttack	MildPoison
55%	4,169	—	—	Yes	Yes	—	Yes	—	—	StunAttack
40%	1,355	—	Yes	Yes	Yes	Yes	Yes	—	DizzyAttack	—
55%	8,341	—	—	Yes	Yes	—	—	—	PostureDownAttack	DizzyAttack
35%	747	Yes	—	—	—	Yes	Yes	—	MediumPoison	StunAttack
40%	1,085	—	—	—	—	Yes	Yes	—	StunAttack	MediumPoison
55%	4,169	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	KnockDownAttack
55%	2,370	—	—	Yes	—	Yes	Yes	—	BlindAttack	StunAttack
55%	2,996	—	—	Yes	—	Yes	Yes	—	BlindAttack	PostureDownAttack
55%	3,453	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	DizzyAttack
30%	68	—	—	—	—	Yes	0	—	MildPoison	—

NABOO

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
alpha veermok	19	veermok	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
ankura Gungan	3	Gungan	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Arrek Von Sarko	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Arven Wendik	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Athok Dinvar	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Ayn Eckener	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Bab Esrus	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
bachelor gualama	12	gualama	—	900-1,500	900-1,500	900-1,500	65-70	—
Bardo Klinj	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
bolle bol	20	bolle bol	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Borvo the Hutt	100	Hutt	—	8,212.5-13,687.5	8,212.5-13,687.5	8,212.5-13,687.5	525-550	—
Borvos bruiser	3	Hutt	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Borvos champion	8	Hutt	—	375-625	375-625	375-625	40-45	—
Borvos guard	3	Hutt	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Borvos mercenary	6	Hutt	—	225-375	225-375	225-375	30-35	—
Borvos soldier	2	Hutt	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Borvos thief	3	Hutt	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Borvos thug	4	Hutt	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Brass Marshoo	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Brennis Doore	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
capper spineflap	6	capper spineflap	—	225-375	225-375	225-375	30-35	—
carnivorous nuna	13	carnivorous nuna	—	750-1,250	750-1,250	750-1,250	55-60	—
chuba	5	chuba	—	225-375	225-375	225-375	30-35	—
Crider Trant	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Damalia Korde	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
dappled gualama	12	dappled gualama	—	825-1,375	825-1,375	825-1,375	60-65	—
Dilvin Lormurojo	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
diseased nuna	6	diseased nuna	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
domestic falumpaset	10	Naboo	—	750-1,250	750-1,250	750-1,250	55-60	Yes
domestic tusk cat	15	Naboo	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
domesticated kaadu	4	kaadu	—	75-125	75-125	75-125	25-30	—
domesticated mott	5	Naboo	—	225-375	225-375	225-375	30-35	—
Dr. Dea Tore	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Ebenn Q3 Baobab	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
falumpaset	12	falumpaset	—	900-1,500	900-1,500	900-1,500	65-70	—
fambaa	34	fambaa	—	3,300-5,500	3,300-5,500	3,300-5,500	178.5-187	—
fanned rawl	8	fanned rawl	—	375-625	375-625	375-625	40-45	—
female great grass plains tusk cat	16	tusk cat	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
female swamp tusk cat	16	swamp tusk cat	—	975-1,625	975-1,625	975-1,625	70-75	—
flesh eating chuba	6	flesh eating chuba	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
50%	1,824	—	—	Yes	—	—	Yes	—	KnockDownAttack	DizzyAttack
25%	25	—	—	Yes	—	—	—	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
35%	747	—	—	—	—	—	Yes	—	StunAttack	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
55%	1,997	—	—	—	Yes	—	—	—	DizzyAttack	StunAttack
—	32,112	—	—	—	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
25%	25	—	—	—	Yes	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
25%	20	—	Yes	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
30%	30	—	—	—	Yes	Yes	—	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
25%	68	—	—	Yes	—	—	Yes	—	—	—
30%	965	Yes	Yes	Yes	—	Yes	Yes	—	PostureDownAttack	—
25%	40	—	—	—	Yes	—	Yes	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
35%	747	—	—	Yes	—	—	Yes	—	—	StunAttack
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
25%	68	—	—	—	—	—	—	—	—	—
30%	413	—	—	—	Yes	—	—	—	StunAttack	—
40%	1,215	—	—	Yes	—	—	Yes	—	—	BlindAttack
30%	30	—	—	—	Yes	—	Yes	—	—	—
30%	40	—	—	—	Yes	—	Yes	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
35%	747	—	—	—	Yes	—	Yes	—	PostureDownAttack	—
55%	5,183	—	—	—	Yes	—	—	—	DizzyAttack	PostureDownAttack
30%	194	—	—	Yes	—	—	Yes	—	—	—
40%	1,355	Yes	Yes	Yes	—	—	Yes	—	—	StunAttack
40%	1,355	Yes	Yes	Yes	—	Yes	Yes	—	StunAttack	—
18%	68	—	—	—	—	—	Yes	—	—	—

NABOO (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
flewt	7	flewt	—	375-625	375-625	375-625	40-45	—
frightened young flewt	6	flewt	—	225-375	225-375	225-375	30-35	—
Gavyn Sykes	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Gerio Coronis	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
giant peko peko	20	giant peko peko	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
giant veermok	20	giant veermok	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
gnort	1	gnort	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
gorr ebelt	20	Jabba	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
governor	9	Naboo	—	525-875	525-875	525-875	50-55	—
Graf Zapalo	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
greater shaupaut	14	greater shaupaut	—	975-1,625	975-1,625	975-1,625	70-75	—
gualama	9	gualama	—	525-875	525-875	525-875	50-55	—
gualama patriarch	11	gualama	—	825-1,375	825-1,375	825-1,375	60-65	—
Gungan bomber	14	Gungan	—	975-1,625	975-1,625	975-1,625	70-75	—
Gungan boss	15	Gungan	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Gungan Captain	11	Gungan	—	525-875	525-875	525-875	50-55	—
Gungan falumpaset	15	Gungan	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	Yes
Gungan fambaa	40	Gungan	—	3,675-6,125	3,675-6,125	3,675-6,125	204.75-214.5	—
Gungan General	12	Gungan	—	750-1,250	750-1,250	750-1,250	55-60	—
Gungan Grand Army Soldier	7	Gungan	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Gungan Guard	8	Gungan	—	375-625	375-625	375-625	40-45	—
Gungan hermit	4	Gungan	—	75-125	75-125	75-125	25-30	—
Gungan hunter	7	Gungan	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Gungan kaadu	8	Gungan	—	375-625	375-625	375-625	40-45	—
Gungan kaadu rider	6	Gungan	—	225-375	225-375	225-375	30-35	—
Gungan mercenary	10	mercenary	—	450-750	450-750	450-750	45-50	—
Gungan outcast	9	Naboo	—	375-625	375-625	375-625	40-45	—
Gungan priest	5	Gungan	—	225-375	225-375	225-375	30-35	—
Gungan scout	6	Gungan	—	225-375	225-375	225-375	30-35	—
Gungan veermok	11	Gungan	—	750-1,250	750-1,250	750-1,250	55-60	—
Gungan war chief	9	Gungan	—	375-625	375-625	375-625	40-45	—
hermit spider	7	hermit spider	—	375-625	375-625	375-625	40-45	—
hermit spider guard	9	hermit spider	—	375-625	375-625	375-625	40-45	—
hermit spider queen	10	hermit spider	—	375-625	375-625	375-625	40-45	Yes
horned krevol	6	horned krevol	—	225-375	225-375	225-375	30-35	—
Huff Zinga	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
ikopi	7	ikopi	—	375-625	375-625	375-625	40-45	—
Imperial exterminator	16	Imperial	Imperial	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Imperial retreat guard	18	Imperial	Imperial	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Imperial veermok	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	121	—	—	—	Yes	—	Yes	—	—	—
25%	68	—	—	Yes	Yes	—	Yes	—	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
55%	1,997	—	—	—	Yes	—	Yes	—	DizzyAttack	StunAttack
55%	1,997	—	—	—	—	Yes	Yes	—	DizzyAttack	IntimidationAttack
25%	15	—	—	—	Yes	—	Yes	—	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
30%	290	—	—	—	Yes	—	—	—	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	1,085	—	Yes	—	—	Yes	Yes	—	BlindAttack	StunAttack
30%	290	—	—	—	Yes	—	Yes	—	StunAttack	—
35%	564	—	—	—	Yes	—	—	—	—	IntimidationAttack
40%	1,085	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	BlindAttack
55%	6,839	—	—	Yes	—	—	—	—	KnockDownAttack	IntimidationAttack
35%	747	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
30%	30	—	—	—	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	Yes	—	StunAttack	—
30%	68	—	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	290	Yes	Yes	—	—	Yes	—	—	—	—
30%	40	—	—	—	Yes	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
35%	564	—	—	Yes	—	—	Yes	—	PostureDownAttack	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	Yes	—	—	—	Yes	—	—	—
30%	290	—	—	Yes	Yes	Yes	Yes	—	StunAttack	MildPoison
30%	413	Yes	—	Yes	Yes	Yes	Yes	—	MediumPoison	BlindAttack
30%	68	—	—	Yes	—	—	—	—	—	StunAttack
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	121	—	—	—	Yes	—	Yes	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
45%	1,659	Yes	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	Yes	—	StunAttack	—

NABOO (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
irate flewt matriarch	8	flewts	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Isshala Daprovian	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Junelle Astor	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Jyr Koble	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
kaadu female	5	kaadu	—	225-375	225-375	225-375	30-35	—
kaadu male	6	kaadu	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Kadil Nurugen	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Kima Nazith	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
king venom nightspider	14	nightspider	—	825-1,375	825-1,375	825-1,375	60-65	Yes
Kritus Morven	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Lareen Dantara	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Lassin Dedge	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Leb Slesher	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Lergo Brazee	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Liane	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Lob Dizz	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Lord Throme Gormengal	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Lt. Oron Wintree	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Lt. Porro Dolphe	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Mal Sinkander	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
male great grass plains tusk cat	16	tusk cat	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
male swamp tusk cat	16	swamp tusk cat	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
mauler	14	mauler	—	900-1,500	900-1,500	900-1,500	65-70	—
mauler acolyte	9	mauler	—	375-625	375-625	375-625	40-45	—
mauler apprentice	12	mauler	—	750-1,250	750-1,250	750-1,250	55-60	—
mauler lord	25	mauler	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
mauler master	50	mauler	—	4,350-7,250	4,350-7,250	4,350-7,250	252-264	—
mauler veermok	19	mauler	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
maverick gualama	14	maverick gualama	—	975-1,625	975-1,625	975-1,625	70-75	—
mayor	7	Naboo	—	375-625	375-625	375-625	40-45	—
mott	6	mott	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
mott bull	7	mott	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
mott calf	2	mott	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
mountain ikopi	18	mountain ikopi	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
mountain krevol	14	mountain krevol	—	975-1,625	975-1,625	975-1,625	70-75	—
mountain villager	4	mountain villager	—	75-125	75-125	75-125	25-30	—
Mullud Bombo	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
mummer bully	6	mummer gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
mummer punk	7	mummer gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
mummer ruffian	8	mummer gang	—	375-625	375-625	375-625	40-45	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	194	—	—	Yes	Yes	Yes	Yes	—	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	40	—	—	—	Yes	—	Yes	—	—	PostureDownAttack
30%	68	—	—	—	Yes	—	Yes	—	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	1,085	Yes	—	Yes	Yes	Yes	Yes	—	MildPoison	StunAttack
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
40%	1,355	Yes	Yes	—	—	—	Yes	—	—	BlindAttack
40%	1,355	Yes	Yes	—	—	—	Yes	—	BlindAttack	—
30%	1,085	Yes	Yes	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	Yes	—	—	—	—
30%	747	Yes	—	Yes	—	—	—	—	—	—
55%	2,996	Yes	—	Yes	—	Yes	—	—	—	—
55%	9,955	Yes	—	—	—	Yes	—	—	—	—
50%	1,824	—	Yes	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
40%	1,085	—	—	—	—	Yes	—	—	—	StunAttack
30%	121	—	—	—	Yes	—	—	—	—	—
30%	68	—	—	—	Yes	—	Yes	—	PostureDownAttack	—
30%	121	—	—	Yes	—	—	Yes	—	IntimidationAttack	—
25%	20	—	—	Yes	—	—	—	—	—	—
40%	1,355	—	—	Yes	—	—	—	—	StunAttack	—
40%	1,085	—	—	Yes	—	—	Yes	—	PostureDownAttack	—
30%	30	—	—	—	—	—	—	—	—	—
30%	32.112	—	—	Yes	—	—	—	Yes	—	—
25%	68	—	—	—	Yes	—	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	Yes	—	—	—	—	—

NABOO (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
mummer thug	5	mummer gang	—	225-375	225-375	225-375	30-35	—
Naboo dissident	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Naboo gunrunner	7	mercenary	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Naboo holy man	5	Naboo	—	225-375	225-375	225-375	30-35	—
Naboo monk	3	Naboo religious	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Naboo nomad	4	Naboo nomad	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Naboo police	8	Naboo	—	375-625	375-625	375-625	40-45	—
Naboo police chief	10	Naboo	—	525-875	525-875	525-875	50-55	—
narglatch	21	narglatch	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
narglatch cub	8	narglatch	—	375-625	375-625	375-625	40-45	—
narglatch female	22	narglatch	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
nightspider	7	nightspider	—	375-625	375-625	375-625	40-45	—
nightspider aggressor	9	nightspider	—	375-625	375-625	375-625	40-45	—
nightspider poison spitter	11	nightspider	—	525-875	525-875	525-875	50-55	—
nomad chief	7	Naboo nomad	—	225-375	225-375	225-375	30-35	—
nuna	10	nuna	—	750-1,250	750-1,250	750-1,250	55-60	—
official	5	Naboo	—	225-375	225-375	225-375	30-35	—
Otolla Gungan	3	Gungan	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
palace guard	16	Naboo	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Palo	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
peko peko	14	peko peko	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
philosopher	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
plainsfolk	2	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
plasma bandit	8	bandit	—	375-625	375-625	375-625	40-45	—
plasma thief	7	plasma thief	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
plasma thief leader	9	plasma thief	—	375-625	375-625	375-625	40-45	—
Queen Kylantha gazebo	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Queen Kylantha throne	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
rabid shaupaut	9	rabid shaupaut	—	450-750	450-750	450-750	45-50	—
Radanthus Mandelatar	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Rep Been	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Rhys Dallows	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Ric Olie	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
rogue falumpaset	13	rogue falumpaset	—	900-1,500	900-1,500	900-1,500	65-70	Yes
rogue fambaa	37	rogue fambaa	—	3,450-5,750	3,450-5,750	3,450-5,750	189-198	—
Rovim Minnoni	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
RSF captain	16	Naboo	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
RSF commando	14	Naboo	—	975-1,625	975-1,625	975-1,625	70-75	—
RSF palace guard	15	Naboo	—	975-1,625	975-1,625	975-1,625	70-75	—
RSF pilot	14	Naboo	—	975-1,625	975-1,625	975-1,625	70-75	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	40	—	—	—	Yes	—	—	—	—	—
25%	20	—	—	—	Yes	—	—	—	—	—
30%	121	—	—	—	—	Yes	—	—	—	—
30%	40	—	—	—	Yes	—	—	—	—	—
25%	25	—	—	—	Yes	—	—	—	—	—
30%	30	—	—	Yes	—	Yes	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
45%	2,180	—	Yes	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
30%	194	—	Yes	Yes	—	—	Yes	—	—	—
45%	2,370	Yes	Yes	Yes	—	Yes	Yes	—	IntimidationAttack	StunAttack
22%	121	—	—	—	—	—	Yes	—	PostureDownAttack	—
30%	290	—	Yes	Yes	Yes	Yes	Yes	—	PostureDownAttack	—
30%	564	—	Yes	Yes	Yes	Yes	Yes	—	StunAttack	MediumPoison
30%	121	—	Yes	Yes	—	Yes	—	—	—	—
30%	413	—	—	—	Yes	—	Yes	—	—	—
30%	40	—	—	—	Yes	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
40%	1,085	—	—	—	—	—	Yes	—	—	IntimidationAttack
25%	15	—	—	—	Yes	—	—	—	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	Yes	—	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	290	—	Yes	Yes	—	—	Yes	—	IntimidationAttack	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
35%	965	—	—	—	—	Yes	—	—	StunAttack	—
55%	5,991	—	—	—	—	Yes	—	—	PostureDownAttack	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
40%	1,085	—	—	Yes	—	—	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
40%	1,085	—	—	Yes	—	—	—	—	—	—

NABOO (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
RSF security guard	8	Naboo	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
RSF security officer	16	Naboo	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
savage flewt queen	10	flewts	—	450-750	450-750	450-750	45-50	—
Sayama Edosun	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Senator Pooja Naberrie	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
sentry hermit spider	9	hermit spider	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
shaupaut	7	shaupaut	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
skaak tipper bandit	8	skaak tipper gang	—	450-750	450-750	450-750	45-50	—
skaak tipper crook	10	skaak tipper gang	—	525-875	525-875	525-875	50-55	—
skaak tipper mugger	6	skaak tipper gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
skaak tipper provler	5	skaak tipper gang	—	225-375	225-375	225-375	30-35	—
skaak tipper swindler	11	skaak tipper gang	—	750-1,250	750-1,250	750-1,250	55-60	—
Solcar Dienbel	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
spineflap gatherer	9	capper spineflap	—	450-750	450-750	450-750	45-50	—
spineflap guard	18	capper spineflap	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	Yes
spineflap handmaiden	15	capper spineflap	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	Yes
spineflap queen	19	capper spineflap	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
spineflap soldier	14	capper spineflap	—	900-1,500	900-1,500	900-1,500	65-70	Yes
swamp rat	9	swamp rat	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
swamp trooper	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
swamp villager	7	swamp villager	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Tamvar Senzen	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
thrown	16	Imperial	Imperial	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Trade Federation avenger	5	Trade Federation	—	75-125	75-125	75-125	25-30	—
Trade Federation loyalist	3	Trade Federation	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Trade Federation zealot	7	Trade Federation	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
tusk cat rider	4	Naboo	—	75-125	75-125	75-125	25-30	—
Vana Sage	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
veermok	12	veermok	—	825-1,375	825-1,375	825-1,375	60-65	—
veermok cannibal	18	veermok cannibal	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
veermok guard	16	veermok	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
veermok hunter	17	veermok	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
veermok scout	13	veermok	—	900-1,500	900-1,500	900-1,500	65-70	—
veermok sentry	9	veermok	—	450-750	450-750	450-750	45-50	—
veers	15	Imperial	Imperial	975-1,625	975-1,625	975-1,625	70-75	—
Vvir Unglan	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Zogor Storm	100	townsperson	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	194	Yes	—	Yes	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	Yes	Yes	Yes	—	StunAttack	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	290	Yes	Yes	Yes	Yes	Yes	Yes	—	IntimidationAttack	MediumPoison
25%	121	—	Yes	Yes	—	—	Yes	—	—	StunAttack
30%	194	—	—	—	Yes	—	—	—	—	—
30%	413	—	Yes	Yes	—	—	—	—	—	—
25%	68	—	—	—	—	—	—	—	—	—
17%	40	—	—	—	—	—	—	—	—	—
30%	564	—	Yes	Yes	Yes	—	—	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	290	—	—	Yes	—	—	Yes	—	—	—
40%	1,659	—	Yes	Yes	—	Yes	Yes	—	—	StunAttack
35%	1,215	—	—	Yes	—	—	Yes	—	—	IntimidationAttack
40%	1,824	—	—	Yes	—	Yes	Yes	—	KnockDownAttack	—
30%	1,085	—	—	Yes	—	Yes	Yes	—	StunAttack	—
30%	290	Yes	Yes	Yes	—	Yes	—	—	—	—
40%	1,215	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
40%	1,355	Yes	—	Yes	—	—	—	Yes	—	—
30%	40	—	Yes	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
30%	121	—	—	Yes	—	—	—	—	—	—
30%	30	—	—	—	—	—	—	—	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
35%	747	—	—	Yes	—	—	Yes	—	—	StunAttack
45%	1,659	—	Yes	—	—	Yes	Yes	—	BlindAttack	IntimidationAttack
40%	1,355	—	—	Yes	—	—	Yes	—	—	StunAttack
45%	1,502	Yes	Yes	Yes	—	—	Yes	—	BlindAttack	StunAttack
35%	965	—	Yes	Yes	—	—	Yes	—	StunAttack	—
30%	290	—	—	Yes	—	—	Yes	—	—	StunAttack
40%	1,215	Yes	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—
30%	32,112	—	—	Yes	—	—	—	Yes	—	—

RORI

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
bark mite	10	bark mite	—	525-875	525-875	525-875	50-55	—
bark mite hatchling	9	bark mite	—	450-750	450-750	450-750	45-50	—
bearded jax	10	jax	—	525-875	525-875	525-875	50-55	—
Borgle	11	Borgle	—	750-1,250	750-1,250	750-1,250	55-60	—
Brigade Captain	23	brigade	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
Brigade General	26	brigade	—	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	—
Brigade Gunner	9	brigade	—	450-750	450-750	450-750	45-50	—
Brigade Infiltrator	13	brigade	—	900-1,500	900-1,500	900-1,500	65-70	—
Brigade Marine	15	brigade	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Brigade Officer	17	brigade	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Brigade Scout	7	brigade	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Brigade Sergeant	10	brigade	—	525-875	525-875	525-875	50-55	—
Brigade Technician	11	restuss	—	750-1,250	750-1,250	750-1,250	55-60	—
Brigade Trooper	6	brigade	—	225-375	225-375	225-375	30-35	—
charred krevol	15	krevol	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	Yes
cobral assassin	23	cobral	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
cobral bandit	17	cobral	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
cobral boss	29	cobral	—	2,400-4,000	2,400-4,000	2,400-4,000	141.75-148.5	—
cobral hitman	20	cobral	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
cobral hooligan	7	cobral	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
cobral mugger	6	cobral	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
cobral overlord	33	cobral	—	3,075-5,125	3,075-5,125	3,075-5,125	162.75-170.5	—
cobral runner	13	cobral	—	900-1,500	900-1,500	900-1,500	65-70	—
cobral thief	11	cobral	—	750-1,250	750-1,250	750-1,250	55-60	—
cobral thug	10	cobral	—	450-750	450-750	450-750	45-50	—
confused wood mite hatchling	9	bark mite	—	450-750	450-750	450-750	45-50	—
crescent rasp	7	rasp	—	375-625	375-625	375-625	40-45	—
dashing vir vur	12	vir vur	—	825-1,375	825-1,375	825-1,375	60-65	—
deadly forest mite guardian	16	bark mite	—	975-1,625	975-1,625	975-1,625	70-75	Yes
deranged Squall	15	deranged squall	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
domestic bearded jax	5	Narmle	—	225-375	225-375	225-375	30-35	—
dusk vir vur	15	vir vur	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
elder pugoriss	16	pugoriss	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
enraged wood mite king	19	bark mite	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	Yes
female kai tok	12	kai tok	—	825-1,375	825-1,375	825-1,375	60-65	Yes
feral forest mite king	24	bark mite	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	Yes
forest mite	14	bark mite	—	975-1,625	975-1,625	975-1,625	70-75	Yes
frail Squall	6	Squall	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
frightened Borgle	8	Borgle	—	450-750	450-750	450-750	45-50	—
fuzzy jax	12	jax	—	900-1,500	900-1,500	900-1,500	65-70	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	413	—	—	Yes	—	—	Yes	—	BlindAttack	—
30%	290	—	—	Yes	Yes	—	Yes	—	—	StunAttack
30%	413	—	Yes	Yes	—	—	Yes	—	—	IntimidationAttack
35%	564	—	—	Yes	—	—	Yes	—	—	PostureDownAttack
55%	2,570	—	—	Yes	Yes	—	—	—	—	—
55%	3,223	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	—	—	—	—
35%	965	—	Yes	Yes	Yes	—	—	—	—	—
40%	1,215	—	—	Yes	Yes	—	—	—	—	—
45%	1,502	—	—	Yes	Yes	—	—	—	—	—
30%	121	—	—	Yes	Yes	—	—	—	—	—
30%	413	—	—	Yes	Yes	—	—	—	—	—
35%	564	—	—	Yes	Yes	—	—	—	—	—
30%	68	—	—	Yes	Yes	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	Yes	—	PostureDownAttack	—
50%	2,570	Yes	—	Yes	—	—	—	—	—	—
35%	1,502	—	—	Yes	—	—	—	—	—	—
55%	3,926	Yes	—	Yes	—	—	—	—	—	—
40%	1,997	—	Yes	Yes	—	Yes	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
25%	68	—	—	—	—	—	—	—	—	—
55%	4,923	Yes	—	Yes	—	—	—	—	—	—
30%	965	—	—	Yes	—	—	—	—	—	—
30%	564	—	Yes	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	Yes	—	—	—	—
30%	290	—	—	Yes	Yes	—	Yes	—	StunAttack	—
30%	121	—	—	—	Yes	—	—	—	—	—
30%	747	—	—	Yes	Yes	—	Yes	—	PostureDownAttack	—
35%	1,355	Yes	Yes	Yes	Yes	Yes	Yes	—	StunAttack	BlindAttack
35%	1,215	—	—	—	—	Yes	Yes	—	StunAttack	—
30%	40	—	Yes	—	Yes	—	Yes	—	—	—
35%	1,215	—	Yes	Yes	—	—	Yes	—	IntimidationAttack	—
40%	1,355	—	—	—	Yes	—	Yes	—	—	BlindAttack
40%	1,824	Yes	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	PostureDownAttack
35%	747	—	—	Yes	—	—	Yes	—	StunAttack	—
30%	2,779	Yes	—	Yes	Yes	Yes	Yes	—	BlindAttack	DizzyAttack
30%	1,085	—	—	Yes	—	—	Yes	—	—	StunAttack
18%	68	—	—	—	—	—	Yes	—	—	—
30%	194	—	—	—	Yes	—	Yes	—	—	IntimidationAttack
35%	747	—	Yes	—	Yes	—	Yes	—	—	StunAttack

RORI (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Garyn Dragoon	15	Garyn	—	975-1,625	975-1,625	975-1,625	70-75	—
Garyn Lieutenant	18	Garyn	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Garyn Marauder	13	Garyn	—	825-1,375	825-1,375	825-1,375	60-65	—
Garyn Mugger	9	Garyn	—	450-750	450-750	450-750	45-50	—
Garyn Pirate	10	Garyn	—	525-875	525-875	525-875	50-55	—
Garyn Prowler	5	Garyn	—	225-375	225-375	225-375	30-35	—
Garyn Raider	11	Garyn	—	525-875	525-875	525-875	50-55	—
Garyn Thief	8	Garyn	—	375-625	375-625	375-625	40-45	—
Garyn Vigo	19	Garyn	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
gnarled bark mite queen	17	bark mite	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	Yes
great Borgle	14	Borgle	—	975-1,625	975-1,625	975-1,625	70-75	—
grizzled bark mite	14	bark mite	—	900-1,500	900-1,500	900-1,500	65-70	Yes
horned rasp	6	rasp	—	225-375	225-375	225-375	30-35	—
Kobola assassin	17	Koboa	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Kobola guard	12	koboa	—	750-1,250	750-1,250	750-1,250	55-60	—
Kobola miner	8	koboa	—	375-625	375-625	375-625	40-45	—
Kobola pitboss	20	koboa	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
Kobola smuggler	10	koboa	—	525-875	525-875	525-875	50-55	—
Kobola thief	9	koboa	—	450-750	450-750	450-750	45-50	—
Kobola underboss	22	koboa	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Levia Squall	19	Squall	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
male kai tok	13	kai tok	—	900-1,500	900-1,500	900-1,500	65-70	Yes
mammoth bearded jax	17	jax	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
midnight vir vur	17	vir vur	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
mountain torton	28	torton	—	2,325-3,875	2,325-3,875	2,325-3,875	136.5-143	—
Narmle Captain	17	Narmle	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Narmle Colonel	21	Narmle	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Narmle Commander	23	Narmle	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
Narmle Commando	19	Narmle	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Narmle Ensign	5	Narmle	—	75-125	75-125	75-125	25-30	—
Narmle Grenadier	11	Narmle	—	750-1,250	750-1,250	750-1,250	55-60	—
Narmle Guard	7	Narmle	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Narmle Lieutenant	9	Narmle	—	450-750	450-750	450-750	45-50	—
Narmle Major	19	Narmle	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
Narmle Rifleman	13	Narmle	—	900-1,500	900-1,500	900-1,500	65-70	—
nudfuh	13	nudfuh	—	975-1,625	975-1,625	975-1,625	70-75	—
pigmy pugoriss	8	pugoriss	—	450-750	450-750	450-750	45-50	—
poisonous krevol queen	12	krevol	—	525-875	525-875	525-875	50-55	Yes
poodoo crook	5	poodoo gang	—	225-375	225-375	225-375	30-35	—
poodoo desperado	8	poodoo gang	—	450-750	450-750	450-750	45-50	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
35%	1,215	Yes	—	Yes	—	—	—	—	—	—
35%	1,659	Yes	—	Yes	—	—	—	—	—	—
30%	965	—	—	Yes	—	Yes	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
25%	40	—	—	—	—	—	—	—	—	—
30%	564	—	—	Yes	—	Yes	—	—	—	—
30%	194	—	Yes	Yes	—	—	—	—	—	—
40%	1,824	Yes	—	Yes	—	—	—	—	—	—
35%	1,502	—	—	Yes	Yes	Yes	Yes	—	StunAttack	—
40%	1,085	—	—	Yes	—	—	Yes	—	—	StunAttack
30%	1,085	—	—	Yes	Yes	Yes	Yes	—	IntimidationAttack	—
30%	68	—	—	Yes	Yes	—	Yes	—	—	—
45%	1,502	Yes	—	Yes	—	—	—	—	—	—
35%	747	—	—	Yes	—	Yes	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
55%	1,997	Yes	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
30%	290	—	Yes	Yes	—	—	—	—	—	—
55%	2,370	Yes	—	Yes	Yes	—	—	—	—	—
40%	1,824	—	—	Yes	Yes	—	Yes	—	—	StunAttack
35%	965	—	—	Yes	—	—	Yes	—	PostureDownAttack	—
45%	1,502	—	Yes	Yes	Yes	—	Yes	—	DizzyAttack	StunAttack
35%	1,502	—	Yes	Yes	—	—	Yes	—	—	IntimidationAttack
55%	3,687	Yes	—	Yes	Yes	—	—	—	DizzyAttack	StunAttack
45%	1,502	—	—	Yes	Yes	—	—	—	—	—
55%	2,180	—	—	Yes	Yes	—	—	—	—	—
55%	2,570	—	—	Yes	Yes	—	—	—	—	—
50%	1,824	Yes	—	Yes	Yes	—	—	—	—	—
30%	40	—	—	Yes	Yes	—	—	—	—	—
35%	564	—	—	Yes	Yes	—	—	—	—	—
30%	121	—	—	Yes	Yes	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	—	—	—	—
50%	1,824	—	—	Yes	Yes	—	—	—	—	—
35%	965	—	—	Yes	Yes	—	—	—	—	—
35%	965	—	—	—	Yes	—	—	—	IntimidationAttack	—
30%	194	—	—	—	Yes	—	Yes	—	StunAttack	—
35%	747	Yes	—	Yes	Yes	Yes	Yes	—	BlindAttack	StunAttack
25%	40	—	—	—	—	—	—	—	—	—
30%	194	—	Yes	—	—	—	—	—	—	—

RORI (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
poodoo hooligan	6	poodoo gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
poodoo raider	9	poodoo gang	—	450-750	450-750	450-750	45-50	—
poodoo rogue	7	poodoo gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
poodoo ruffian	9	poodoo gang	—	375-625	375-625	375-625	40-45	—
pothellied vrobal	12	vrobal	—	900-1,500	900-1,500	900-1,500	65-70	—
pudgy nudfuh	9	nudfuh	—	525-875	525-875	525-875	50-55	—
pugoriss	13	pugoriss	—	975-1,625	975-1,625	975-1,625	70-75	—
ravenous torton	24	torton	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
rorgungan boss	20	rorgungan	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
rorgungan commoner	14	rorgungan	—	975-1,625	975-1,625	975-1,625	70-75	—
rorgungan scout	12	rorgungan	—	825-1,375	825-1,375	825-1,375	60-65	—
rorgungan warchief	18	rorgungan	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
rorgungan warrior	16	rorgungan	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
sap covered forest mite queen	19	bark mite	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	Yes
savage pugoriss	12	pugoriss	—	750-1,250	750-1,250	750-1,250	55-60	—
scorched krevol	8	krevol	—	375-625	375-625	375-625	40-45	—
screaming kai tok	18	kai tok	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	Yes
shallow torton	14	torton	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
sickle rasp	8	rasp	—	375-625	375-625	375-625	40-45	—
Spice Collective courier	10	Spice Collective	—	525-875	525-875	525-875	50-55	—
Spice Collective eliteguard	24	Spice Collective	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
Spice Collective foreman	18	Spice Collective	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Spice Collective heavyguard	21	Spice Collective	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Spice Collective miner	9	Spice Collective	—	450-750	450-750	450-750	45-50	—
Spice Collective sentry	14	Spice Collective	—	975-1,625	975-1,625	975-1,625	70-75	—
Spice Collective workchief	11	Spice Collective	—	750-1,250	750-1,250	750-1,250	55-60	—
Squall female	10	Squall	—	525-875	525-875	525-875	50-55	—
Squall male	11	Squall	—	825-1,375	825-1,375	825-1,375	60-65	—
tattered torton	18	torton	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
timid vir vur	8	vir vur	—	450-750	450-750	450-750	45-50	—
torton	21	torton	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
twilight vir vur	13	vir vur	—	900-1,500	900-1,500	900-1,500	65-70	—
vicious Squall	12	Squall	—	750-1,250	750-1,250	750-1,250	55-60	—
vir vur	10	vir vur	—	750-1,250	750-1,250	750-1,250	55-60	—
vrobal	14	vrobal	—	975-1,625	975-1,625	975-1,625	70-75	—
vrobal bull	19	vrobal	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
vrobal sow	18	vrobal	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
vrobalet	8	vrobal	—	375-625	375-625	375-625	40-45	—
wood mite	12	bark mite	—	825-1,375	825-1,375	825-1,375	60-65	—
wood mite matriarch	14	bark mite	—	900-1,500	900-1,500	900-1,500	65-70	—
wormed vrobal	11	wormed vrobal	—	750-1,250	750-1,250	750-1,250	55-60	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	68	—	—	—	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	Yes	—	—	—	—
30%	747	—	—	—	—	—	Yes	—	—	—
30%	290	—	—	—	Yes	—	—	—	—	IntimidationAttack
35%	965	—	—	—	Yes	—	Yes	—	—	IntimidationAttack
55%	2,779	—	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	DizzyAttack
55%	1,997	—	—	Yes	Yes	—	—	—	—	—
40%	1,085	—	—	Yes	Yes	—	—	—	—	—
35%	747	—	—	Yes	Yes	—	—	—	—	—
45%	1,659	Yes	—	Yes	Yes	—	—	—	—	—
40%	1,355	—	—	Yes	Yes	—	—	—	—	—
40%	1,824	—	—	Yes	Yes	—	Yes	—	PostureDownAttack	—
35%	747	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
30%	194	—	—	Yes	—	—	Yes	—	StunAttack	—
45%	1,659	—	—	Yes	—	—	Yes	—	DizzyAttack	—
40%	1,085	—	—	—	Yes	—	—	—	DizzyAttack	—
30%	194	—	—	Yes	Yes	—	—	—	—	PostureDownAttack
30%	413	—	—	Yes	—	—	—	—	—	—
55%	2,779	Yes	—	Yes	Yes	—	—	—	—	—
45%	1,659	—	—	Yes	Yes	—	—	—	—	—
55%	2,180	Yes	—	Yes	Yes	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	—	—	—	—
40%	1,085	—	—	Yes	Yes	—	—	—	—	—
35%	564	—	—	Yes	Yes	—	—	—	—	—
30%	413	—	—	Yes	Yes	—	Yes	—	—	—
30%	564	—	—	—	Yes	—	Yes	—	—	StunAttack
45%	1,659	—	—	—	Yes	—	—	—	DizzyAttack	StunAttack
30%	194	—	—	—	—	—	Yes	—	StunAttack	—
55%	2,180	—	—	Yes	Yes	—	—	—	KnockDownAttack	DizzyAttack
30%	965	—	Yes	Yes	—	—	Yes	—	IntimidationAttack	—
30%	747	—	—	Yes	Yes	Yes	Yes	—	—	—
30%	413	—	Yes	—	Yes	—	Yes	—	—	—
30%	1,085	—	—	Yes	—	—	Yes	—	PostureDownAttack	—
40%	1,824	—	—	Yes	—	—	Yes	—	StunAttack	—
40%	1,659	—	—	Yes	—	—	Yes	—	—	StunAttack
30%	194	—	—	Yes	—	—	Yes	—	PostureDownAttack	—
30%	747	—	—	Yes	—	—	Yes	—	BlindAttack	—
30%	1,085	—	—	Yes	Yes	Yes	Yes	—	IntimidationAttack	—
30%	564	—	—	—	—	Yes	Yes	—	IntimidationAttack	—

TALUS

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Aakuan champion	30	Aakuans	—	2,475-4,125	2,475-4,125	2,475-4,125	147-154	—
Aakuan defender	20	Aakuans	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
Aakuan follower	11	Aakuans	—	750-1,250	750-1,250	750-1,250	55-60	—
Aakuan guardian	23	Aakuans	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
Aakuan keeper	13	Aakuans	—	825-1,375	825-1,375	825-1,375	60-65	—
Aakuan sentinel	16	Aakuans	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Aakuan steward	14	Aakuans	—	900-1,500	900-1,500	900-1,500	65-70	—
Aakuan warder	27	Aakuans	—	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	—
berserk kahmurra	17	kahmurra	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Binayre chief	21	Binayre	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Binayre hooligan	9	Binayre	—	375-625	375-625	375-625	40-45	—
Binayre pirate	15	Binayre	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Binayre ruffian	13	Binayre	—	825-1,375	825-1,375	825-1,375	60-65	—
Binayre scalawag	11	Binayre	—	525-875	525-875	525-875	50-55	—
Binayre smuggler	17	Binayre	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Binayre swindler	19	Binayre	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
blister rot queen	14	decay mite	—	825-1,375	825-1,375	825-1,375	60-65	Yes
chunker braggart	7	chunker gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
chunker bruiser	10	chunker gang	—	525-875	525-875	525-875	50-55	—
chunker creep	8	chunker gang	—	375-625	375-625	375-625	40-45	—
chunker goon	6	chunker gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
chunker pest	5	chunker gang	—	225-375	225-375	225-375	30-35	—
clipped fynock	9	fynock	—	450-750	450-750	450-750	45-50	—
crazed Roba	12	crazed Roba	—	525-875	525-875	525-875	50-55	—
decay mite	9	decay mite	—	450-750	450-750	450-750	45-50	—
docile kahmurra	10	docile kahmurra	—	750-1,250	750-1,250	750-1,250	55-60	—
dung mite	13	decay mite	—	900-1,500	900-1,500	900-1,500	65-70	—
famished sludge panther	19	sludge panther	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
fearful fynock youth	5	fynock	—	225-375	225-375	225-375	30-35	—
Fed Dub captain	18	Fed Dub	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Fed Dub commander	21	Fed Dub	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Fed Dub constable	10	Fed Dub	—	525-875	525-875	525-875	50-55	—
Fed Dub investigator	13	Fed Dub	—	900-1,500	900-1,500	900-1,500	65-70	—
Fed Dub patrolman	8	Fed Dub	—	375-625	375-625	375-625	40-45	—
Fed Dub supporter	5	Fed Dub	—	75-125	75-125	75-125	25-30	—
feeble kima	11	kima	—	825-1,375	825-1,375	825-1,375	60-65	—
festering dung queen	17	decay mite	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
flite rasp	8	rasp	—	375-625	375-625	375-625	40-45	—
foaming vynock	14	foaming vynock	—	900-1,500	900-1,500	900-1,500	65-70	—
frenzied fynock guardian	12	fynock	—	750-1,250	750-1,250	750-1,250	55-60	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
55%	4,169	Yes	—	Yes	—	—	—	—	—	—
40%	1,997	Yes	—	Yes	—	—	—	—	—	—
30%	564	—	—	Yes	—	—	—	—	—	—
50%	2,570	Yes	—	Yes	—	—	—	—	—	—
30%	965	Yes	—	Yes	—	—	—	—	—	—
35%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	1,085	Yes	—	Yes	—	—	—	—	—	—
55%	3,453	Yes	—	Yes	—	—	—	—	—	—
35%	1,502	Yes	—	Yes	—	Yes	Yes	—	—	StunAttack
45%	2,180	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	Yes	—	—	—	—
35%	1,215	—	—	Yes	—	—	—	—	—	—
30%	965	—	—	Yes	—	Yes	—	—	—	—
30%	564	—	—	Yes	—	Yes	—	—	—	—
35%	1,502	—	—	Yes	—	—	—	—	—	—
40%	1,824	—	—	Yes	—	—	—	—	—	—
30%	1,085	Yes	—	Yes	Yes	Yes	Yes	—	BlindAttack	StunAttack
25%	121	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	—	—	Yes	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
25%	68	—	—	—	—	—	—	—	—	—
25%	40	—	—	—	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	0	—	—	StunAttack
35%	747	Yes	—	Yes	—	Yes	Yes	—	—	StunAttack
30%	290	—	—	Yes	Yes	—	Yes	—	—	PostureDownAttack
30%	413	—	—	—	—	—	—	—	—	—
30%	965	—	—	Yes	Yes	—	Yes	—	—	IntimidationAttack
40%	1,824	—	—	Yes	—	Yes	Yes	—	StunAttack	—
25%	40	—	—	—	Yes	—	Yes	—	—	—
45%	1,659	—	—	Yes	Yes	—	—	—	—	—
55%	2,180	—	—	Yes	Yes	—	—	—	—	—
30%	413	—	—	Yes	Yes	—	—	—	—	—
35%	965	—	—	Yes	Yes	—	—	—	—	—
30%	194	—	—	Yes	Yes	—	—	—	—	—
30%	40	—	—	Yes	Yes	—	—	—	—	—
30%	564	—	—	—	Yes	—	Yes	—	—	StunAttack
35%	1,502	Yes	—	Yes	Yes	Yes	Yes	—	DizzyAttack	—
30%	194	—	—	Yes	Yes	—	—	—	—	—
30%	1,085	Yes	—	—	—	Yes	—	—	IntimidationAttack	—
30%	747	—	—	Yes	Yes	Yes	Yes	—	—	PostureDownAttack

TALUS (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
fynock	12	fynock	—	825-1,375	825-1,375	825-1,375	60-65	—
giga flite rasp	11	rasp	—	750-1,250	750-1,250	750-1,250	55-60	—
glutted fynock queen	14	fynock	—	825-1,375	825-1,375	825-1,375	60-65	—
greater sludge panther	23	sludge panther	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
guf drolg	13	guf drolg	—	900-1,500	900-1,500	900-1,500	65-70	—
guf drolg female	12	guf drolg	—	825-1,375	825-1,375	825-1,375	60-65	—
hilltop kima	21	hilltop kima	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
huf dun	17	huf dun	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
huf dun bull	20	huf dun	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
jungle fynock	13	fynock	—	900-1,500	900-1,500	900-1,500	65-70	—
kahmurra	15	kahmurra	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
kima	17	kima	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Liberation Activist	17	Liberation Party	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Liberation Fanatic	11	Liberation Party	—	750-1,250	750-1,250	750-1,250	55-60	—
Liberation Loyalist	6	Liberation Party	—	225-375	225-375	225-375	30-35	—
Liberation Partisan	7	Liberation Party	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Liberation Patriot	9	Liberation Party	—	450-750	450-750	450-750	45-50	—
Liberation Reactionist	14	Liberation Party	—	975-1,625	975-1,625	975-1,625	70-75	—
Liberation Volunteer	3	Liberation Party	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Lost Aqualish Bomber	15	Lost Aqualish Regiment	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Lost Aqualish Captain	20	Lost Aqualish Regiment	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Lost Aqualish Commando	14	Lost Aqualish Regiment	—	825-1,375	825-1,375	825-1,375	60-65	—
Lost Aqualish Infiltrator	18	Lost Aqualish Regiment	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Lost Aqualish Lookout	10	Lost Aqualish Regiment	—	525-875	525-875	525-875	50-55	—
Lost Aqualish Marksman	15	Lost Aqualish Regiment	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Lost Aqualish Marshal	24	Lost Aqualish Regiment	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
Lost Aqualish Outrider	12	Lost Aqualish Regiment	—	825-1,375	825-1,375	825-1,375	60-65	—
Lost Aqualish Scout	9	Lost Aqualish Regiment	—	450-750	450-750	450-750	45-50	—
Lost Aqualish Soldier	11	Lost Aqualish Regiment	—	750-1,250	750-1,250	750-1,250	55-60	—
Lost Aqualish Warchief	27	Lost Aqualish Regiment	—	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	—
Lost Aqualish Warrior	13	Lost Aqualish Regiment	—	900-1,500	900-1,500	900-1,500	65-70	—
meager tortur	13	tortur	—	975-1,625	975-1,625	975-1,625	70-75	—
minor guf drolg	7	guf drolg	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
minor sludge panther	10	sludge panther	—	525-875	525-875	525-875	50-55	—
mutated kahmurra	22	kahmurra	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
oozing dung royal guardian	16	decay mite	—	975-1,625	975-1,625	975-1,625	70-75	Yes
percussive rasp	12	rasp	—	825-1,375	825-1,375	825-1,375	60-65	—
puss covered decay mite soldier	14	decay mite	—	900-1,500	900-1,500	900-1,500	65-70	Yes
putrid decay mite hatchling	7	decay mite	—	375-625	375-625	375-625	40-45	—
Roba female	16	Roba	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	747	—	—	Yes	—	—	Yes	—	StunAttack	—
30%	564	—	—	Yes	Yes	—	—	—	—	PostureDownAttack
30%	1,085	Yes	—	Yes	Yes	Yes	Yes	—	IntimidationAttack	—
50%	2,570	Yes	—	Yes	—	—	Yes	—	PostureDownAttack	—
35%	965	—	Yes	Yes	—	—	Yes	—	IntimidationAttack	—
35%	747	—	Yes	Yes	—	—	Yes	—	—	IntimidationAttack
45%	2,180	—	—	Yes	—	—	Yes	—	DizzyAttack	—
45%	1,502	—	—	—	Yes	—	—	—	BlindAttack	StunAttack
55%	1,997	—	—	Yes	Yes	—	—	—	DizzyAttack	StunAttack
30%	965	—	Yes	Yes	—	—	Yes	—	—	PostureDownAttack
35%	1,215	—	—	Yes	—	—	Yes	—	—	IntimidationAttack
35%	1,502	—	—	—	—	—	Yes	—	—	IntimidationAttack
45%	1,502	—	—	Yes	Yes	—	—	—	—	—
35%	564	—	—	Yes	Yes	—	—	—	—	—
30%	68	—	—	Yes	Yes	—	—	—	—	—
30%	121	—	—	Yes	Yes	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	—	—	—	—
40%	1,085	—	—	Yes	Yes	—	—	—	—	—
25%	25	—	—	Yes	Yes	—	—	—	—	—
40%	1,215	—	—	Yes	Yes	—	—	—	—	—
55%	1,997	—	—	Yes	Yes	—	—	—	—	—
40%	1,085	Yes	—	Yes	Yes	Yes	—	—	—	—
45%	1,659	—	Yes	Yes	Yes	—	—	—	—	—
30%	413	—	—	Yes	Yes	—	—	—	—	—
40%	1,215	—	—	Yes	Yes	—	—	—	—	—
55%	2,779	Yes	—	Yes	Yes	—	—	—	—	—
35%	747	—	—	Yes	Yes	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	—	—	—	—
35%	564	—	—	Yes	Yes	—	—	—	—	—
55%	3,453	Yes	—	Yes	Yes	—	—	—	—	—
35%	965	—	—	Yes	Yes	—	—	—	—	—
35%	965	—	—	—	Yes	—	—	—	StunAttack	—
30%	121	—	—	Yes	—	—	Yes	—	PostureDownAttack	—
30%	413	—	—	Yes	—	—	Yes	—	—	IntimidationAttack
45%	2,370	—	—	Yes	—	—	Yes	—	—	StunAttack
35%	1,355	Yes	—	Yes	Yes	Yes	Yes	—	BlindAttack	StunAttack
30%	747	—	Yes	Yes	—	—	—	—	IntimidationAttack	—
30%	1,085	—	Yes	Yes	Yes	Yes	Yes	—	BlindAttack	StunAttack
25%	121	—	—	—	Yes	—	Yes	—	—	—
40%	1,355	—	—	Yes	Yes	—	Yes	—	DizzyAttack	—

TALUS (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Roba male	15	Roba	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
rot mite	11	decay mite	—	750-1,250	750-1,250	750-1,250	55-60	—
savage guf drolg	8	guf drolg	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
sickly decay mite queen	19	decay mite	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	Yes
sleemo delinquent	7	sleemo gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
sleemo hoodlum	6	sleemo gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
sleemo punk	6	sleemo gang	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
sleemo scamp	8	sleemo gang	—	375-625	375-625	375-625	40-45	—
sleemo vandal	9	sleemo gang	—	450-750	450-750	450-750	45-50	—
sludge panther	16	sludge panther	—	975-1,625	975-1,625	975-1,625	70-75	—
song rasp	10	rasp	—	525-875	525-875	525-875	50-55	—
stunted huf dun	9	huf dun	—	525-875	525-875	525-875	50-55	—
tortur	21	tortur	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	—
tortur bull	25	tortur	—	2,250-3,750	2,250-3,750	2,250-3,750	131.25-137.5	—
vicious huf dun	14	huf dun	—	900-1,500	900-1,500	900-1,500	65-70	—
wolf kima	16	wolf kima	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
woodland kima	11	woodland kima	—	750-1,250	750-1,250	750-1,250	55-60	—

TATOOINE

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Aaph Koden	10	townsperson	—	525-875	525-875	525-875	50-55	—
Alkhara Bandit	13	Alkhara	—	750-1,250	750-1,250	750-1,250	55-60	—
Alkhara Bandit King	16	Alkhara	—	975-1,625	975-1,625	975-1,625	70-75	—
Alkhara Champion	15	Alkhara	—	900-1,500	900-1,500	900-1,500	65-70	—
Alkhara Lieutenant	14	Alkhara	—	825-1,375	825-1,375	825-1,375	60-65	—
bantha	14	bantha	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Binna Jode	10	townsperson	—	525-875	525-875	525-875	50-55	—
Bith Musician	10	townsperson	—	525-875	525-875	525-875	50-55	—
Blerx Tango	10	townsperson	—	525-875	525-875	525-875	50-55	—
bocatt	19	bocatt	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	Yes
bocatt diseased	8	bocatt	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
bomarr monk	3	spider droid	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
bomarr monk abbot	15	spider droid	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
bomarr monk bodyguard	12	spider droid	—	825-1,375	825-1,375	825-1,375	60-65	—
bomarr monk healer	5	spider droid	—	225-375	225-375	225-375	30-35	—
bomarr monk initiate	2	spider droid	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Boshek	10	townsperson	—	525-875	525-875	525-875	50-55	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
40%	1,215	—	—	Yes	Yes	—	Yes	—	—	DizzyAttack
30%	564	—	—	Yes	Yes	—	Yes	—	—	StunAttack
30%	194	—	—	Yes	—	Yes	Yes	—	—	IntimidationAttack
40%	1,824	—	—	Yes	Yes	Yes	Yes	—	BlindAttack	—
25%	121	—	—	Yes	Yes	—	—	—	—	—
25%	68	—	—	—	Yes	—	—	—	—	—
25%	68	—	Yes	—	Yes	—	—	—	—	—
30%	194	—	—	Yes	Yes	—	—	—	—	—
30%	290	—	—	Yes	Yes	—	—	—	—	—
35%	1,355	Yes	Yes	Yes	—	Yes	Yes	—	StunAttack	—
30%	413	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	—	Yes	—	—	—	IntimidationAttack	—
55%	2,180	—	—	—	Yes	—	—	—	KnockDownAttack	DizzyAttack
55%	2,996	—	—	—	Yes	—	—	—	KnockDownAttack	BlindAttack
40%	1,085	Yes	—	Yes	—	—	Yes	—	StunAttack	—
35%	1,355	—	Yes	—	—	Yes	Yes	—	BlindAttack	StunAttack
35%	564	—	—	Yes	—	—	Yes	—	IntimidationAttack	—

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	413	—	—	Yes	—	—	—	Yes	—	—
35%	965	Yes	Yes	Yes	—	Yes	—	—	—	—
40%	1,355	Yes	Yes	Yes	—	Yes	—	—	—	—
40%	1,215	Yes	Yes	Yes	—	Yes	—	—	—	—
40%	1,085	Yes	Yes	Yes	—	Yes	—	—	—	—
40%	1,085	—	—	—	Yes	—	Yes	—	—	DizzyAttack
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
50%	1,824	—	Yes	Yes	—	Yes	Yes	—	PostureDownAttack	StunAttack
30%	194	—	Yes	Yes	—	Yes	Yes	—	IntimidationAttack	MildDisease
25%	25	—	—	Yes	—	—	—	—	—	—
40%	1,215	—	—	Yes	—	—	—	—	—	—
35%	747	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	—	Yes	—	—	—	—	—
25%	20	—	—	—	Yes	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—

TATOOINE (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Brea Tonnika	10	townsperson	—	525-875	525-875	525-875	50-55	—
Bren Kingal	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
bull bantha	15	bantha	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
cannibal	7	cannibal	—	375-625	375-625	375-625	40-45	—
canyon krayt dragon	275	krayt dragon	—	14,700-24,500	14,700-24,500	14,700-24,500	1,433.25-1,501.5	—
Capt. Loftus	10	townsperson	—	525-875	525-875	525-875	50-55	—
crimelord	12	Jabba	—	825-1,375	825-1,375	825-1,375	60-65	—
cu pa	11	cu pa	—	825-1,375	825-1,375	825-1,375	60-65	Yes
dervish	8	dervish	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
desert demon	7	desert demon	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
desert demon bodyguard	11	desert demon	—	750-1,250	750-1,250	750-1,250	55-60	—
desert demon brawler	8	desert demon	—	375-625	375-625	375-625	40-45	—
desert demon leader	13	desert demon	—	825-1,375	825-1,375	825-1,375	60-65	—
desert demon marksman	8	desert demon	—	375-625	375-625	375-625	40-45	—
desert eopie	5	desert eopie	—	225-375	225-375	225-375	30-35	—
desert squill	10	desert squill	—	450-750	450-750	450-750	45-50	—
desert swooper	6	swoop	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
desert swooper leader	7	swoop	—	375-625	375-625	375-625	40-45	—
dewback	18	dewback	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
dewback cannibal	18	dewback	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Dim-U abbot	5	Dim-U	—	225-375	225-375	225-375	30-35	—
Dim-U cleric	3	Dim-U	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Dim-U monastery nun	1	Dim-U	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Dim-U monk	1	Dim-U	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Dim-U preacher	2	Dim-U	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Dim-U priestess	2	Dim-U	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
domestic eopie	4	eopie	—	75-125	75-125	75-125	25-30	—
dragonet	14	dragonet	—	900-1,500	900-1,500	900-1,500	65-70	Yes
dune bantha	13	dune bantha	—	975-1,625	975-1,625	975-1,625	70-75	—
dune lizard	16	dune lizard	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	Yes
dune stalker	8	dune stalker	—	375-625	375-625	375-625	40-45	—
dune stalker brawler	9	dune stalker	—	450-750	450-750	450-750	45-50	—
dune stalker leader	10	dune stalker	—	525-875	525-875	525-875	50-55	—
dune stalker marksman	9	dune stalker	—	450-750	450-750	450-750	45-50	—
dwarf bantha	11	dwarf bantha	—	825-1,375	825-1,375	825-1,375	60-65	—
dwarf eopie	3	dwarf eopie	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
dwarf nuna	5	dwarf nuna	—	225-375	225-375	225-375	30-35	—
eopie	7	eopie	—	375-625	375-625	375-625	40-45	—
evil hermit	6	evil	—	75-125	75-125	75-125	25-30	—
evil nomad	7	evil	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	413	—	—	Yes	—	—	—	Yes	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
40%	1,215	—	—	—	Yes	—	Yes	—	—	StunAttack
25%	121	—	Yes	—	—	—	—	—	—	—
55%	192,335	Yes	Yes	—	—	Yes	—	—	KnockDownAttack	StunAttack
30%	413	—	—	Yes	—	—	—	Yes	—	—
35%	747	—	—	Yes	—	—	—	—	—	—
35%	564	—	—	—	Yes	—	Yes	—	StunAttack	—
30%	194	—	Yes	Yes	—	Yes	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
30%	564	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
30%	965	Yes	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	—	—	—	Yes	—	PostureDownAttack	—
30%	413	—	—	Yes	—	Yes	Yes	—	—	StunAttack
25%	68	—	Yes	—	Yes	—	—	—	—	—
25%	121	—	Yes	—	—	—	—	—	—	—
45%	1,659	—	—	Yes	—	—	Yes	—	—	StunAttack
45%	1,659	—	Yes	—	—	Yes	Yes	—	—	DizzyAttack
30%	40	—	—	—	Yes	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
25%	15	—	—	—	Yes	—	—	—	—	—
25%	15	—	—	—	Yes	—	—	—	—	—
25%	20	—	—	—	Yes	—	—	—	—	—
25%	20	—	—	—	Yes	—	—	—	—	—
30%	30	—	—	—	Yes	—	Yes	—	—	—
40%	1,085	—	Yes	Yes	—	Yes	Yes	—	DizzyAttack	—
35%	965	—	—	—	Yes	—	Yes	—	—	StunAttack
40%	1,355	Yes	Yes	—	Yes	Yes	Yes	—	DizzyAttack	—
30%	194	—	Yes	Yes	—	—	—	—	—	—
30%	290	—	Yes	Yes	—	—	—	—	—	—
30%	413	—	Yes	Yes	—	—	—	—	—	—
30%	290	—	Yes	Yes	—	—	—	—	—	—
35%	564	—	—	—	Yes	—	Yes	—	—	StunAttack
25%	25	—	—	Yes	—	—	Yes	—	—	—
25%	40	—	—	—	Yes	—	Yes	—	—	—
30%	121	—	—	—	Yes	—	Yes	—	—	—
25%	68	—	—	Yes	—	Yes	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—

TATOOINE (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
evil settler	5	evil	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Furious Gretch	10	townsperson	—	525-875	525-875	525-875	50-55	—
Fawn Moonraiser	99	Darklighter	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
feral bantha	15	bantha	—	975-1,625	975-1,625	975-1,625	70-75	—
Figrin Dan	10	townsperson	—	525-875	525-875	525-875	50-55	—
fixer	10	townsperson	—	525-875	525-875	525-875	50-55	—
fugitive	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
G-5PO	20	Hutt	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Gamorrean guard	10	Jabba	—	450-750	450-750	450-750	45-50	—
Gerrick Lond	20	Jabba	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
giant canyon krayt dragon	300	krayt dragon	—	15,637.5-26,062.5	15,637.5-26,062.5	15,637.5-26,062.5	1,564.5-1,639	—
giant sand beetle	30	giant sand beetle	—	3,000-5,000	3,000-5,000	3,000-5,000	157.5-165	Yes
giant wort	13	wort	—	900-1,500	900-1,500	900-1,500	65-70	—
gorg	1	gorg	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Gramm Rile	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
greater desert womprat	16	greater desert womprat	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	Yes
grizzled dewback	22	dewback	—	2,025-3,375	2,025-3,375	2,025-3,375	115.5-121	—
gunrunner	10	mercenary	—	525-875	525-875	525-875	50-55	—
Hedon Istee	10	townsperson	—	525-875	525-875	525-875	50-55	—
hermit	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Huff Darklighter	99	Darklighter	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Huff guard	99	Darklighter	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Ikka Gesul	10	townsperson	—	525-875	525-875	525-875	50-55	—
insane kitonak	4	insane kitonak	—	75-125	75-125	75-125	25-30	—
Jabba assassin	12	Jabba	—	750-1,250	750-1,250	750-1,250	55-60	—
Jabba compound guard	14	Jabba	—	900-1,500	900-1,500	900-1,500	65-70	—
Jabba enforcer	10	Jabba	—	525-875	525-875	525-875	50-55	—
Jabba henchman	10	Jabba	—	525-875	525-875	525-875	50-55	—
Jabba scout	6	Jabba	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Jabba thief	9	Jabba	—	450-750	450-750	450-750	45-50	—
Jabba thug	7	Jabba	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Jabbas swooper	6	Jabba	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Jabbas swooper leader	8	Jabba	—	375-625	375-625	375-625	40-45	—
Jawa	2	Jawa	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Jawa engineer	4	Jawa	—	75-125	75-125	75-125	25-30	—
Jawa healer	4	Jawa	—	75-125	75-125	75-125	25-30	—
Jawa henchman	2	Jawa	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Jawa leader	6	Jawa	—	225-375	225-375	225-375	30-35	—
Jawa smuggler	2	Jawa	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Jawa thief	5	Jawa	—	225-375	225-375	225-375	30-35	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	40	—	—	Yes	—	Yes	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
25%	31,563	—	—	—	Yes	—	—	—	—	—
40%	1,215	Yes	—	—	Yes	Yes	Yes	—	DizzyAttack	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
25%	20	—	—	—	—	—	—	—	—	—
30%	1,997	—	—	—	—	—	—	Yes	—	—
30%	413	Yes	—	Yes	—	—	—	Yes	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
55%	224,144	Yes	Yes	—	—	Yes	—	—	KnockDownAttack	DizzyAttack
55%	4,169	—	—	—	—	—	Yes	—	BlindAttack	StunAttack
30%	865	—	—	—	—	Yes	Yes	—	StunAttack	—
25%	15	—	—	—	Yes	—	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
35%	1,355	—	Yes	—	—	—	Yes	—	BlindAttack	StunAttack
55%	2,370	—	—	—	—	—	—	—	KnockDownAttack	DizzyAttack
30%	413	—	—	—	—	Yes	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	31,563	—	—	—	Yes	—	—	—	—	—
25%	31,563	—	—	—	Yes	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	30	—	Yes	—	—	—	—	—	—	—
30%	747	Yes	—	Yes	—	—	—	—	—	—
30%	1,085	Yes	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
30%	413	—	Yes	Yes	—	—	—	—	—	—
25%	68	—	—	—	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
25%	68	—	Yes	—	—	—	—	—	—	—
25%	194	—	Yes	Yes	—	—	—	—	—	—
25%	20	—	Yes	Yes	—	—	—	—	—	—
30%	30	—	—	—	Yes	—	—	—	—	—
30%	30	—	—	—	Yes	—	—	—	—	—
25%	20	—	Yes	Yes	—	—	—	—	—	—
30%	68	—	Yes	Yes	—	—	—	—	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
30%	40	—	—	—	Yes	—	—	—	—	—

TATOOINE (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Jawa warlord	8	Jawa	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Jilljo Jab	10	townsperson	—	525-875	525-875	525-875	50-55	—
jundland eoipie	9	jundland eoipie	—	525-875	525-875	525-875	50-55	—
juvenile canyon krayt	120	krayt dragon	—	8,887.5-14,812.5	8,887.5-14,812.5	8,887.5-14,812.5	619.5-649	—
Kaeline Ungasan	10	townsperson	—	525-875	525-875	525-875	50-55	—
Kardeer	20	Valarian	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Kitster Banai	10	townsperson	—	525-875	525-875	525-875	50-55	—
Kormund Thrylle	10	townsperson	—	525-875	525-875	525-875	50-55	—
kreetle	2	kreetle	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Kwin Moonraiser	99	Darklighter	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
lesser desert womprat	5	lesser desert womprat	—	225-375	225-375	225-375	30-35	—
Lilas Dinhint	10	townsperson	—	525-875	525-875	525-875	50-55	—
Lorne Prestar	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Lt. Harburik	10	townsperson	—	525-875	525-875	525-875	50-55	—
Mat Rags	10	townsperson	—	525-875	525-875	525-875	50-55	—
matriarch bantha	16	bantha	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Melios Purl	10	townsperson	—	525-875	525-875	525-875	50-55	—
Mikos Denari	10	townsperson	—	525-875	525-875	525-875	50-55	—
minor wort	5	minor wort	—	225-375	225-375	225-375	30-35	—
moisture farmer	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
moisture thief	5	thug	—	225-375	225-375	225-375	30-35	—
Mos Eisley Police Lieutenant	5	Imperial	Imperial	75-125	75-125	75-125	25-30	—
Mos Eisley Police Officer	3	Imperial	Imperial	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Mos Eisley Police Sergeant	4	Imperial	Imperial	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Mos Taike Cantina Owner	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Mos Taike Guard Old	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Mos Taike Guard Young	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Mos Taike Mayor	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
mound mite	9	mound mite	—	450-750	450-750	450-750	45-50	—
mountain dewback	20	mountain dewback	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
mountain squill	34	mountain squill	—	3,225-5,375	3,225-5,375	3,225-5,375	173.25-181.5	—
mountain wortt	21	mountain wort	—	1,950-3,250	1,950-3,250	1,950-3,250	105-110	Yes
mutant womprat	12	womprat	—	750-1,250	750-1,250	750-1,250	55-60	—
Nitra Vendallan	10	townsperson	—	525-875	525-875	525-875	50-55	—
nomad	2	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Om Aynat	10	townsperson	—	525-875	525-875	525-875	50-55	—
Pfilbee Jhorn	10	townsperson	—	525-875	525-875	525-875	50-55	—
Phinea Shantee	10	townsperson	—	525-875	525-875	525-875	50-55	—
plague victim	3	townsperson	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Rakir Banai	10	townsperson	—	525-875	525-875	525-875	50-55	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	194	Yes	Yes	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	290	—	—	—	Yes	—	Yes	—	—	StunAttack
55%	43,972	Yes	—	—	—	Yes	—	—	PostureDownAttack	DizzyAttack
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
25%	20	—	—	—	Yes	Yes	Yes	—	—	—
25%	31,563	—	—	—	Yes	—	—	—	—	—
12%	40	—	—	—	Yes	—	Yes	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
40%	1,355	—	—	Yes	Yes	—	Yes	—	—	PostureDownAttack
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
12%	40	—	—	—	Yes	—	Yes	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
25%	40	—	—	—	—	—	—	—	—	—
30%	40	—	Yes	Yes	—	—	—	—	—	—
25%	25	—	—	Yes	—	—	—	—	—	—
30%	30	—	Yes	Yes	—	—	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
30%	290	—	—	Yes	—	—	Yes	—	—	StunAttack
55%	1,997	—	—	Yes	—	—	Yes	—	KnockDownAttack	DizzyAttack
55%	5,183	—	Yes	—	—	Yes	Yes	—	BlindAttack	IntimidationAttack
45%	2,180	—	—	—	—	—	Yes	—	KnockDownAttack	DizzyAttack
30%	747	—	Yes	Yes	—	Yes	Yes	—	StunAttack	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
25%	20	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
25%	25	—	—	—	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—

TATOOINE (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Rale Moonraiser	99	Darklighter	—	8,175-13,625	8,175-13,625	8,175-13,625	519.75-544.5	—
Ree Yees	20	Jabba	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Reelo Baruk	20	Jabba	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
rill	6	rill	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
rock beetle	13	rock beetle	—	975-1,625	975-1,625	975-1,625	70-75	Yes
rockmite	8	rockmite	—	450-750	450-750	450-750	45-50	—
Rodian clan captain	11	Rodian	—	525-875	525-875	525-875	50-55	—
Rodian clan medic	7	Rodian	—	375-625	375-625	375-625	40-45	—
Rodian clan warchief	13	Rodian	—	825-1,375	825-1,375	825-1,375	60-65	—
Rodian gladiator	6	Rodian	—	225-375	225-375	225-375	30-35	—
ronto	17	ronto	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
ronto male	18	ronto	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
scavenger	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
scyk	8	scyk	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Senni Tonnika	10	townsperson	—	525-875	525-875	525-875	50-55	—
settler	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
sevorrt	7	sevorrt	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Sirad Far	20	Jabba	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
slaver	4	slaver	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
spice fiend	7	thug	—	375-625	375-625	375-625	40-45	—
squatter	1	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
squill	17	squill	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Stella	20	townsperson	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
stormtrooper dewback	19	Imperial	Imperial	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
swarming lesser dewback	12	swarming lesser dewback	—	825-1,375	825-1,375	825-1,375	60-65	—
Tatooine militiaman	2	townsperson	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Tatooine mynock	3	Tatooine mynock	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Tekil Barje	10	townsperson	—	525-875	525-875	525-875	50-55	—
Tour Aryn	10	townsperson	—	525-875	525-875	525-875	50-55	—
Trandosha slavemaster	11	slaver	—	750-1,250	750-1,250	750-1,250	55-60	—
Trandosha slaver	9	slaver	—	450-750	450-750	450-750	45-50	—
Tusken Bantha	20	Tusken Raider	—	1,425-2,375	1,425-2,375	1,425-2,375	100-105	—
Tusken Captain	16	Tusken Raider	—	975-1,625	975-1,625	975-1,625	70-75	—
Tusken Chief	18	Tusken Raider	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Tusken Commoner	9	Tusken Raider	—	375-625	375-625	375-625	40-45	—
Tusken King	20	Tusken Raider	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Tusken Raider	12	Tusken Raider	—	525-875	525-875	525-875	50-55	—
Tusken Sniper	13	Tusken Raider	—	825-1,375	825-1,375	825-1,375	60-65	—
Tusken Warlord	19	Tusken Raider	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—
Valarian assassin	12	Valarian	—	750-1,250	750-1,250	750-1,250	55-60	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
25%	31,563	—	—	—	Yes	—	—	—	—	—
30%	1,997	—	—	Yes	—	—	—	Yes	—	—
30%	1,997	—	—	Yes	—	—	—	Yes	—	—
21%	68	—	—	—	—	—	Yes	—	—	—
35%	965	—	—	—	Yes	—	Yes	—	—	PostureDownAttack
30%	194	—	—	—	Yes	—	Yes	—	—	—
35%	564	Yes	—	Yes	—	—	—	—	—	—
30%	121	—	—	—	Yes	—	—	—	—	—
35%	965	Yes	Yes	Yes	—	—	—	—	—	—
30%	68	—	—	Yes	—	—	—	—	—	—
45%	1,502	—	—	—	Yes	—	Yes	—	DizzyAttack	StunAttack
45%	1,659	—	—	Yes	—	—	Yes	—	PostureDownAttack	StunAttack
25%	20	—	—	—	—	—	—	—	—	—
30%	194	—	Yes	Yes	—	Yes	Yes	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
25%	15	—	—	—	—	—	—	—	—	—
30%	121	—	Yes	—	—	Yes	Yes	—	IntimidationAttack	—
30%	1,997	—	—	—	—	—	—	—	—	—
30%	30	—	—	Yes	—	—	—	—	—	—
25%	121	—	Yes	—	—	—	—	—	—	—
25%	15	—	—	—	—	—	—	—	—	—
40%	1,502	—	Yes	Yes	—	—	Yes	—	—	StunAttack
55%	1,997	Yes	—	Yes	—	Yes	—	—	—	—
50%	1,824	—	—	Yes	—	—	—	—	DizzyAttack	StunAttack
35%	747	—	Yes	Yes	—	—	Yes	—	StunAttack	—
25%	20	—	—	Yes	—	—	—	—	—	—
25%	25	—	Yes	—	—	—	Yes	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	564	—	—	Yes	—	—	—	—	—	—
30%	290	—	—	Yes	—	—	—	—	—	—
40%	1,997	—	—	Yes	—	—	—	—	PostureDownAttack	—
35%	1,355	Yes	Yes	Yes	—	Yes	—	—	—	—
40%	1,659	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	290	—	—	Yes	—	Yes	—	—	—	—
40%	1,997	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	747	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	965	Yes	Yes	Yes	—	—	—	—	—	—
40%	1,824	Yes	Yes	Yes	—	Yes	—	—	—	—
30%	747	Yes	—	Yes	—	—	—	—	—	—

TATOOINE (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Valarian compound guard	12	Valarian	—	750-1,250	750-1,250	750-1,250	55-60	—
Valarian enforcer	10	Valarian	—	525-875	525-875	525-875	50-55	—
Valarian henchman	8	Valarian	—	375-625	375-625	375-625	40-45	—
Valarian scout	6	Valarian	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Valarian swooper	6	Valarian	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Valarian swooper leader	7	Valarian	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Valarian thief	9	Valarian	—	450-750	450-750	450-750	45-50	—
Valarian thug	7	Valarian	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Vardias Tyne	10	townsperson	—	525-875	525-875	525-875	50-55	—
variegated womprat	14	variegated womprat	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Wald	20	townsperson	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
wandering kitonak	3	kitonak	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
water bug	2	thug	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Weequay champion	12	Weequay	—	750-1,250	750-1,250	750-1,250	55-60	—
Weequay soldier	10	Weequay	—	450-750	450-750	450-750	45-50	—
Weequay thug	9	Weequay	—	375-625	375-625	375-625	40-45	—
Weequay zealot	11	Weequay	—	525-875	525-875	525-875	50-55	—
Wilhelm Skrim	10	townsperson	—	525-875	525-875	525-875	50-55	—
Windom Starkiller	10	townsperson	—	525-875	525-875	525-875	50-55	—
womprat	10	womprat	—	525-875	525-875	525-875	50-55	—
wortt	6	wortt	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Wuher	10	townsperson	—	525-875	525-875	525-875	50-55	—
zucca boar	10	zucca boar	—	525-875	525-875	525-875	50-55	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	747	Yes	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	—	—	—	—	—	—
25%	68	—	—	—	Yes	—	—	—	—	—
25%	68	—	—	—	—	—	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
30%	290	—	Yes	Yes	—	—	—	—	—	—
25%	121	—	—	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	1,085	—	—	—	Yes	—	Yes	—	—	StunAttack
30%	1,997	—	—	—	—	—	—	—	—	—
25%	25	—	Yes	Yes	—	—	—	—	—	—
25%	20	—	—	—	—	—	—	—	—	—
35%	747	Yes	Yes	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
30%	290	Yes	—	Yes	—	—	—	—	—	—
35%	564	Yes	Yes	Yes	—	—	—	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
18%	68	—	—	—	—	—	Yes	—	—	—
30%	413	—	—	Yes	—	—	—	Yes	—	—
30%	413	—	—	Yes	—	—	Yes	—	—	StunAttack

YAVIN 4

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
angler	10	angler	—	450-750	450-750	450-750	45-50	—
angler hatchling	6	angler	—	75-125	75-125	75-125	25-30	—
angler recluse	8	angler	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
bloodfanged Gackle bat	9	Gackle bat	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Captain Eso	20	Rebel	Rebel	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
Choku female	12	Choku	—	750-1,250	750-1,250	750-1,250	55-60	—
Choku hunter	14	Choku	—	900-1,500	900-1,500	900-1,500	65-70	—
Choku male	16	Choku	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Choku pup	8	Choku	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
crystal snake	13	crystal snake	—	825-1,375	825-1,375	825-1,375	60-65	Yes
enraged Tybis	6	Tybis	—	225-375	225-375	225-375	30-35	—
feral mutant gackle stalker	9	Gackle bat	—	375-625	375-625	375-625	40-45	—
frenzied Choku	20	Choku	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
Gackle bat	6	Gackle bat	—	75-125	75-125	75-125	25-30	—
Gackle bat hunter	8	Gackle bat	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Gackle bat myrmidon lord	10	Gackle bat	—	375-625	375-625	375-625	40-45	—
giant angler	15	angler	—	975-1,625	975-1,625	975-1,625	70-75	Yes
giant crystal snake	15	crystal snake	—	975-1,625	975-1,625	975-1,625	70-75	Yes
giant Gackle bat	10	Gackle bat	—	450-750	450-750	450-750	45-50	—
giant mawgax	12	mawgax	—	825-1,375	825-1,375	825-1,375	60-65	—
giant spined puc	6	spined puc	—	75-125	75-125	75-125	25-30	—
giant Stintaril	12	stinaril	—	825-1,375	825-1,375	825-1,375	60-65	Yes
giant Tanc mite	13	Tanc mite	—	900-1,500	900-1,500	900-1,500	65-70	Yes
Gins Darone	100	Imperial	Imperial	8,212.5-13,687.5	8,212.5-13,687.5	8,212.5-13,687.5	525-550	—
Hutt expedition force leader	16	Hutt	—	975-1,625	975-1,625	975-1,625	70-75	—
Hutt expedition force member	12	Hutt	—	525-875	525-875	525-875	50-55	—
Hutt expedition force surveyer	10	Hutt	—	375-625	375-625	375-625	40-45	—
Kliknik	10	Kliknik	—	450-750	450-750	450-750	45-50	Yes
Kliknik defender	16	Kliknik	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	Yes
Kliknik hatchling	2	Kliknik	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Kliknik hunter	14	Kliknik	—	825-1,375	825-1,375	825-1,375	60-65	Yes
Kliknik queen	18	Kliknik	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	Yes
Kliknik queen harvester	15	Kliknik	—	975-1,625	975-1,625	975-1,625	70-75	Yes
Kliknik scout	12	Kliknik	—	750-1,250	750-1,250	750-1,250	55-60	Yes
Kliknik shredder guardian	15	Kliknik	—	900-1,500	900-1,500	900-1,500	65-70	Yes
Kliknik warrior	12	Kliknik	—	750-1,250	750-1,250	750-1,250	55-60	Yes
Kliknik worker	12	Kliknik	—	750-1,250	750-1,250	750-1,250	55-60	—
lurking angler	12	angler	—	750-1,250	750-1,250	750-1,250	55-60	Yes
Mamien ancient	20	mamien	—	1,275-2,125	1,275-2,125	1,275-2,125	90-95	—
Mamien elder	18	mamien	—	1,200-2,000	1,200-2,000	1,200-2,000	85-90	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
30%	413	—	Yes	Yes	—	Yes	Yes	—	—	IntimidationAttack
30%	68	—	Yes	Yes	—	Yes	Yes	—	—	PostureDownAttack
30%	194	—	Yes	Yes	—	Yes	Yes	—	PostureDownAttack	—
30%	290	Yes	—	Yes	Yes	Yes	Yes	—	BlindAttack	IntimidationAttack
30%	1,997	—	—	—	—	—	—	—	—	—
35%	747	—	Yes	Yes	—	Yes	Yes	—	—	StunAttack
40%	1,085	—	Yes	Yes	—	Yes	Yes	—	—	PostureDownAttack
40%	1,355	—	Yes	Yes	—	Yes	Yes	—	StunAttack	—
30%	194	—	Yes	Yes	—	Yes	Yes	—	—	—
35%	965	—	—	Yes	—	Yes	Yes	—	MediumPoison	StunAttack
30%	68	—	—	Yes	Yes	—	—	—	—	—
30%	290	—	Yes	Yes	Yes	Yes	Yes	—	StunAttack	—
55%	1,997	—	Yes	Yes	—	Yes	Yes	—	DizzyAttack	StunAttack
30%	68	—	—	Yes	—	Yes	Yes	—	—	IntimidationAttack
30%	194	—	—	Yes	—	Yes	Yes	—	—	—
30%	413	Yes	Yes	Yes	Yes	Yes	Yes	—	StunAttack	BlindAttack
40%	1,215	—	Yes	Yes	—	Yes	Yes	—	—	BlindAttack
40%	1,215	—	—	Yes	—	Yes	Yes	—	PostureDownAttack	StrongPoison
30%	413	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
35%	747	—	—	Yes	Yes	—	—	—	StunAttack	—
30%	68	—	—	Yes	—	Yes	Yes	—	StunAttack	—
35%	747	—	—	Yes	—	—	Yes	—	StunAttack	—
35%	965	—	—	Yes	Yes	—	—	—	IntimidationAttack	—
30%	32,112	—	—	—	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	Yes	—	—	—	—
35%	747	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	Yes	—	Yes	—	Yes	—	—	—	—
30%	413	—	—	Yes	—	Yes	Yes	—	PostureDownAttack	—
40%	1,355	—	—	Yes	—	Yes	Yes	—	—	IntimidationAttack
25%	20	—	—	Yes	Yes	—	Yes	—	—	—
40%	1,085	Yes	—	Yes	—	Yes	Yes	—	—	intimidationAttack
45%	1,659	—	—	Yes	—	Yes	Yes	—	DizzyAttack	—
40%	1,215	—	Yes	Yes	Yes	Yes	Yes	—	PostureDownAttack	—
35%	747	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
40%	1,215	Yes	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	StunAttack
35%	747	—	—	Yes	—	Yes	Yes	—	—	IntimidationAttack
35%	747	—	—	Yes	—	Yes	Yes	—	PostureDownAttack	—
35%	747	—	Yes	Yes	—	Yes	Yes	—	—	IntimidationAttack
30%	1,997	Yes	—	Yes	Yes	Yes	Yes	—	—	DizzyAttack
45%	1,659	—	—	Yes	Yes	Yes	Yes	—	KnockDownAttack	DizzyAttack

YAVIN 4 (CONT.)

CreatureName	Level	SocialGroup	PvPFaction	Health	Action	Mind	Damage	Ranged Attack
Mamien female	15	marnien	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Mamien male	13	marnien	—	975-1,625	975-1,625	975-1,625	70-75	—
Mamien matriarch	17	marnien	—	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
Mamien youth	9	marnien	—	525-875	525-875	525-875	50-55	—
Mawgax female	8	Mawgax	—	375-625	375-625	375-625	40-45	—
Mawgax male	9	Mawgax	—	450-750	450-750	450-750	45-50	—
Mawgax youth	6	Mawgax	—	225-375	225-375	225-375	30-35	—
Megan Drlar	20	thug	—	1,875-3,125	1,875-3,125	1,875-3,125	105-110	—
puny Gackle bat	5	Gackle bat	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
puny Stintaril	4	stinaril	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
puny Tanc mite	2	Tanc mite	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
ravaging Gackle bat	9	Gackle bat	—	375-625	375-625	375-625	40-45	—
Skreeg adolescent	8	Skreeg	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Skreeg female	14	Skreeg	—	900-1,500	900-1,500	900-1,500	65-70	—
Skreeg gatherer	12	Skreeg	—	750-1,250	750-1,250	750-1,250	55-60	—
Skreeg hunter	16	Skreeg	—	975-1,625	975-1,625	975-1,625	70-75	—
Skreeg infant	4	Skreeg	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Skreeg male	15	Skreeg	—	975-1,625	975-1,625	975-1,625	70-75	—
Skreeg scout	13	Skreeg	—	825-1,375	825-1,375	825-1,375	60-65	—
Skreeg warrior	17	Skreeg	—	1,125-1,875	1,125-1,875	1,125-1,875	80-85	—
Skreeg warrior elite	20	Skreeg	—	1,350-2,250	1,350-2,250	1,350-2,250	95-100	—
spined puc	3	spined puc	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
Stintaril	7	stinaril	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
Stintaril ravager	9	stinaril	—	450-750	450-750	450-750	45-50	—
Stintaril scavenger	6	stinaril	—	225-375	225-375	225-375	30-35	—
stranded Imperial officer	16	Imperial	Imperial	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
stranded Imperial pilot	10	Imperial	Imperial	450-750	450-750	450-750	45-50	—
stranded Imperial soldier	14	Imperial	Imperial	900-1,500	900-1,500	900-1,500	65-70	—
stranded Rebel officer	16	Rebel	Rebel	1,050-1,750	1,050-1,750	1,050-1,750	75-80	—
stranded Rebel pilot	10	Rebel	Rebel	450-750	450-750	450-750	45-50	—
stranded Rebel soldier	14	Rebel	Rebel	900-1,500	900-1,500	900-1,500	65-70	—
Tanc mite	8	Tanc mite	—	375-625	375-625	375-625	40-45	—
Tanc mite warrior	14	Tanc mite	—	975-1,625	975-1,625	975-1,625	70-75	Yes
Tybis female	3	Tybis	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
Tybis male	4	Tybis	—	56.25-93.75	56.25-93.75	56.25-93.75	20-25	—
Tybis youth	2	Tybis	—	37.5-62.5	37.5-62.5	37.5-62.5	10-20	—
whisper bird female	7	whisper bird	—	262.5-437.5	262.5-437.5	262.5-437.5	35-40	—
whisper bird hatchling	3	whisper bird	—	37.5-62.5	37.5-62.5	37.5-62.5	15-20	—
whisper bird male	6	whisper bird	—	225-375	225-375	225-375	30-35	—

APPENDIX: CREATURE TABLES

ToHitChance	XP	Killer	Stalker	Pack	Herd	Aggro	CanTame	Invulnerable	CreatureSpecialAttack1	CreatureSpecialAttack2
40%	1,215	—	—	—	—	—	—	—	StunAttack	—
35%	965	—	—	—	—	—	Yes	—	—	StunAttack
45%	1,502	Yes	—	Yes	Yes	Yes	Yes	—	KnockdownAttack	IntimidationAttack
30%	290	—	—	—	—	—	—	—	IntimidationAttack	—
30%	194	—	—	Yes	Yes	—	—	—	—	StunAttack
30%	290	—	—	Yes	Yes	—	—	—	—	IntimidationAttack
30%	68	—	—	Yes	Yes	—	Yes	—	—	—
30%	1,997	—	—	—	—	—	—	—	—	—
30%	40	—	—	Yes	—	Yes	Yes	—	—	StunAttack
30%	30	—	—	Yes	—	—	Yes	—	StunAttack	—
25%	20	—	—	Yes	Yes	—	Yes	—	—	—
30%	290	—	—	Yes	—	Yes	Yes	—	StunAttack	—
30%	194	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
40%	1,085	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
35%	747	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
40%	1,355	Yes	—	Yes	—	Yes	Yes	—	StunAttack	—
30%	30	—	—	Yes	—	Yes	Yes	—	—	—
40%	1,215	—	—	Yes	—	Yes	Yes	—	—	StunAttack
35%	965	—	—	Yes	—	Yes	Yes	—	IntimidationAttack	—
45%	1,502	—	—	Yes	—	Yes	Yes	—	PostureDownAttack	StunAttack
55%	1,997	—	—	Yes	—	Yes	Yes	—	StunAttack	DizzyAttack
25%	25	—	—	Yes	—	Yes	Yes	—	—	—
30%	121	—	—	Yes	—	—	Yes	—	—	PostureDownAttack
30%	290	—	—	Yes	—	—	Yes	—	—	StunAttack
30%	68	—	—	Yes	—	—	Yes	—	—	PostureDownAttack
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
40%	1,355	Yes	—	Yes	—	—	—	—	—	—
30%	413	Yes	—	Yes	—	—	—	—	—	—
40%	1,085	Yes	—	Yes	—	—	—	—	—	—
30%	194	—	—	Yes	Yes	—	Yes	—	IntimidationAttack	—
40%	1,085	—	—	Yes	Yes	—	—	—	StunAttack	—
25%	25	—	—	Yes	Yes	—	—	—	—	—
30%	30	—	—	Yes	Yes	—	—	—	—	—
25%	20	—	—	Yes	Yes	—	—	—	—	—
30%	121	—	—	Yes	Yes	—	—	—	—	—
25%	25	—	—	Yes	Yes	—	—	—	—	—
30%	68	—	—	Yes	Yes	—	—	—	StunAttack	—

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